# ENVIRONMENTAL RULES

## ENVIRONMENTAL GAMEPLAY

Few planets are completely covered in towering Ruinscapes and city boulevards, all with the same ecosystem and weather patterns. There are huge variances between planets, and between regions of each planet in the Cradle Worlds. In many areas, systems that had previously kept extreme shifts in weather and the more dangerous flora and fauna of settled planets away from built up areas have failed – destroyed by neglect, battle damage or wilful sabotage. This has allowed the true nature of these worlds to creep back into built up areas, and allowed the planet to partially reclaim the land, sometimes with destructive results!

For games of Dropzone Commander these differences can massively change the way the game is played, adding new ways to play and non-player controlled Fauna to the engagements. They change the game in two ways: firstly, in overall game effects, and secondly with the addition of a new phase to the game – **the Environmental Phase.**

Overall game effects change elements of the game constantly. This can be anything from increasing the Energy value of all weapons to altering the MV values of units. These apply at all times during the game unless otherwise stated.

The Environmental Phase is a new game phase which occurs after the Initiation Phase and before either player activates any Squads (including any Command Cards or abilities that would allow them to activate out of sequence e.g. the Quick Thinking Command Card). At this point any environmental effects occur, Fauna moves and attacks, toxins take effect etc. This is done in the following order:

**1. Environmentals Activate.**
Many of the environmental effects in this phase have associated climate changes or dangerous weather systems involved. While these may not always be strictly 'Environment' related (for example, earthquakes), they are grouped together under this heading.

**2. Fauna Activate.**
Any Fauna on the board activate, using the Fauna rules.

Players can decide which environmental rules they will use in three ways. Firstly, they can choose from the list to create fun and interesting games of their own creation. Secondly, they can create campaigns, tournaments and scenarios based around specific Cradle Worlds or battlegrounds, using similar or escalating rules over a series of games to help create a linked play. Lastly they can randomise which rules they will be playing with, making each game unexpected and challenging.

To play with Environmental rules, firstly choose a **World Condition**, then an **Ecosystem**, and lastly a **Random Event**.

## WORLD CONDITIONS

Players may either randomise world conditions or choose them from the lists below. They should choose both a Gravity setting and an Atmosphere. These include:

**1)** A Gravity Setting for the world –
**Earth Normal, High Grav** or **Low Grav**.
**2)** An Atmosphere for the world –
**Earth Normal** or **Airless/Toxic.**

### GRAVITY

Gravity will vastly change the way units move and either increase or decrease manoeuvrability on the ground. Dropships are much more important when fighting in High Grav, whereas in low Grav ground speed is greatly improved. Gravities have the follow effects:

**EARTH NORMAL:** No change to gameplay

**HIGH GRAV**:
All non-aircraft units reduce their MV value by 2" to a minimum of 2". MF is not changed. Aircraft do not suffer this penalty, but units that move as aircraft do. Fauna ignore this rule.

The to hit modifier against skimmers moving 6" or more is reduced from +2AC to +1AC as they are not as manoeuvrable in the high gravity.

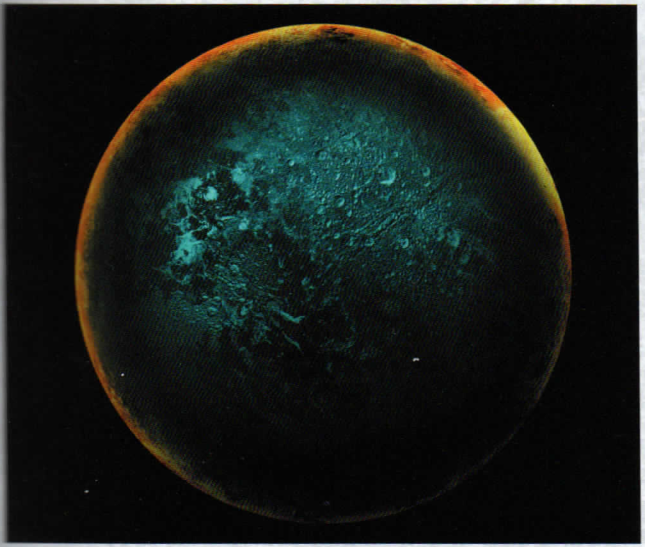
**LOW GRAV**:
All units increase their MV by 2". MF is not changed. All indirect fire weapons gain 6" to their R(F), and barrage weapons add 1 to their final total (i.e. if a unit fires its barrage weapons with a total of barrage 4, this is increased to barrage 5). Fauna ignore this rule.

## ATMOSPHERE

Atmosphere is very important to all factions. While armies are adapted to fighting in almost all conditions, damage that would be shrugged off in normal situations will vent air and be deadly when the air is toxic or non-existent. Atmosphere has the following effect:

**EARTH NORMAL** (nitrogen/oxygen mix):
No change to gameplay

**AIRLESS/TOXIC:**
All Weapons have +1 Energy on Airless/Toxic worlds, to a maximum of E13.



## ECOSYSTEMS

Ecosystems vary from planet to planet, and are vastly different across single planets, ranging from blistering heat to biting cold and everything in between. Six of the most common ecosystems are listed below, allowing players to choose from the list or randomise which to play on using a D6.

1) **Earth Normal**
2) **Sub Zero**
3) **Jungle**
4) **Harsh Desert**
5) **Lava**
6) **Subterranean/Caverns**

**EARTH NORMAL** (Temperate):
No change to gameplay

**SUB ZERO:**
Snow fields and icy conditions are common in the Cradle Worlds and UCM. Seemingly pure driven snow can hide dangers for the unwary, and causes treacherous conditions for all ground combat.

**- Players can never use exceptional ground – all areas that would be counted as exceptional ground are classed as normal instead. Fauna ignore this rule.**

**- All units are +1 to find objectives (to a maximum of 6+); all units are -1 for their intel rolls (a natural 6 still stands, with all of its effects. However units will cause an explosion on a 1 or 2).**

**- All units count their armour as 1 higher than normal when in CQB, to a maximum of 4, taking into account their heavy cold weather gear.**

**JUNGLE:**
Many Cradle Worlds are heavily forested or have jungle covered battlefields, especially in tropical areas and on more exotic planets such as Helen and Persephone. Jungles make for unpredictable battleground, especially those that have re-claimed city areas with very fast growing trees and plant life.

**- Buildings in Jungle areas are much more susceptible to the flame weapons than usual. Any weapon with the 'Flame' Special rule that shoots at a building or unit within that building will cause D3 DP damage to the building along with any other effects. Resolve any falling masonry hits as normal.**

**- Dense vegetation reduces the effectiveness of most weaponry. Any unit receiving cover from trees or hedges receives 'Body Cover' as if it were infantry in addition to the 'Soft Cover' bonus. Weaponry that ignores Body Cover also ignores this rule.**

### HARSH DESERT:

It is rare to find mechanised assaults or huge battlegrounds on solely desert planets. Fighting in such areas is usually in just one ecosystem of a larger whole, as in Star Casablanca, or a stepping stone to something more valuable, such desert wastes of Aaru that hide valuable cave systems beneath them.

The abrasive and insidious nature of sand in desert combat areas causes considerable problems no matter how advanced a faction is, not to mention the hardy and vicious creatures that often call such inhospitable places home…

**- Sandstorms, eddies and high winds wrack desert regions, affecting targeting and power. Any shots that are not strong enough lose accuracy over range in these conditions. E6 or lower weapons gain +2AC when firing at targets over 12" away. All other weapons suffer +1AC when firing at targets over 12" away. Fauna ignore this rule.**

### LAVA:

'Lava' is a catch-all term for worlds with extreme tectonic activity. While not a wholly accurate description of the planets, the catchy term has been coined by infantry the galaxy over, and serves to illustrate the main feature of such worlds. Odin's foundry on Eden Prime is one such example, though its maintenance by the Scourge as a manufacturing area has staved off some of the more extreme hazards that other Lava worlds have experienced.

**- Heat blooms and pyroclastic eddies make accurate target acquisition at range, even of stationary units, much harder in these conditions. All non-aircraft units that do not already have evasion countermeasures gain E+1 when they are 12" or further away from the unit firing.**

**- Infantry in such conditions are equipped with heat suppression and dampening gear, which has an added benefit against flame and explosive weaponry. All infantry units gain a 5+ Passive save against weapons with the 'Flame' Special rule.**

### SUBTERRANEAN/CAVERNS:

Subterranean worlds (or battles fought below the surface of planets) bring their own set of challenges to commanders. Eden VII and Aaru are notable Cradle Worlds where operations are conducted almost exclusively underground or in and around mining facilities. This makes for potentially catastrophic results when targeting supporting structures. In some areas there are even more cramped conditions, restricting space to manoeuvre.

**- Destroyed buildings will damage units within 3" rather than the usual 1", due to the structural nature of these buildings in the cave system and also cave-ins that occur in such ecosystems.**

***Optional Extra Rule:***

***Confined Caverns** – some caverns are very confined and have little to no space to move. Players may choose to play in 'Confined Caverns'. If so use the below rule as well as all other Cavern rules:*

*Because of the confined spaces aircraft struggle to move freely and only the best pilots survive. All Aircraft must test for going 'to the deck' every time they activate, even if they do not actually go 'to the deck'.*

# RANDOM EVENTS

There are few absolutes when fighting on alien worlds, even those considered stable or Earth-like. The Cradle Worlds have undergone huge changes since the Scourge Invasion, and are apt to change *again given* military necessity, environmental calamity or outside influences. Below are six random events, allowing players to choose from the list or randomise which event to play with using a D6.

1) **Nothing (much) of Interest**
2) **Storms (Blizzards/Sandstorms)**
3) **Tornadoes (Waterspouts/Hurricanes)**
4) **Earthquakes (Tectonic instability/Shifting sands)**
5) **Orbital Debris (Meteors/Orbital Decayed Starships)**
6) **Completely Unstable Battlefield**

### NOTHING (MUCH) OF INTEREST:

Other than any ecosystem or world conditions, there are no random occurrences during this battle

### STORMS:

Storms can range from raging blizzards to showers of sulphurous lava thrown into the air by tectonic activity. No matter the cause or form they take, when they are severe enough they are seriously hazardous to any air units.

**- Roll a dice at the start of the Environmental Phase every turn. On a roll of 3+ the storms are at a dangerous level – all air units must test to go to the deck when they activate, whether they fly at a low level or not. Aircraft that do go 'to the deck' will fail on any combined roll of 4 or less, rather than just on a double one.**

### TORNADOES:

Unlike storms which are hazards that may cover hundreds of miles, tornadoes tend to be much more specific (if unpredictable), and much more dangerous for anything caught in their way.

**- Roll a dice at the start of the Environmental Phase every turn. On a roll of 5+, a Tornadoes has touched down on the battlefield. Place a large blast marker in the centre of the table and scatter it 4D6 inches from that point – this is the landing point.**

**- At the end of the Environmental Phase each turn, for every Tornado on the table, scatter them 2D6 inches in a straight line. Do this twice per Tornado. If the template touches a board edge, remove it from play.**

**- Anything that the blast marker moves over is hit by the Tornado – this includes aircraft. Units with A4 or less are instantly destroyed. Units with A5 or more take an E10 on a roll of 2+; if a 6 is rolled, the unit is removed from play.**

**- Do not roll for Units inside buildings. Instead, buildings that are hit take D6 DP damage instead – work out falling masonry as usual.**

### EARTHQUAKES

Earthquakes range from minor tremors to full scale, city destroying tectonic ruptures. Most cause serious damage, and can spell disaster for ground units caught in the zone.

**- At the Start of the Environmental Phase, if there has not been an Earthquake so far this game, roll a dice and add the turn number. If the total is 7 or more, an Earthquake has hit the battleground.**

**- Choose a table edge at random. Then randomly select either the corner or the centre of that table edge. The Earthquake's epicentre/fault line will run from this corner/the centre of this edge, across the board to the opposite table corner/ centre of the table edge in a straight line.**

**- Roll a D6 for each side of the line and measure these distances from it. This is the damage zone. Any ground unit in this zone takes an E10 hit on a 3+.**

**- Do not roll for Units inside buildings. Instead, buildings that are hit take 3D6 DP damage – work out falling masonry as usual.**

### ORBITAL DEBRIS

It is not uncommon for orbital debris, meteors and damaged fleet assets to impact battles on the ground below. With orbital combat a common occurrence during the Reconquest, this is even more likely, as chunks of destroyed orbitals and ships pepper the landscape. Secondary planetary defences (such as asteroid early warning and defence arrays) are often neglected, and this neglect can have huge repercussions for ground based operations.

**- Roll a dice at the start of the Environmental Phase every turn. On a roll of 4+, Orbital Debris rains down from the sky. Place a large blast marker in the centre of the table and scatter it 4D6 inches from that point – this is the landing point.**

**- Roll a D6 – this is the number of chunks of debris that hit the battlefield. The first hits the landing point. All subsequent debris chunks scatter 2D6 from this first landing point – place a large blast marker for each debris chunk.**

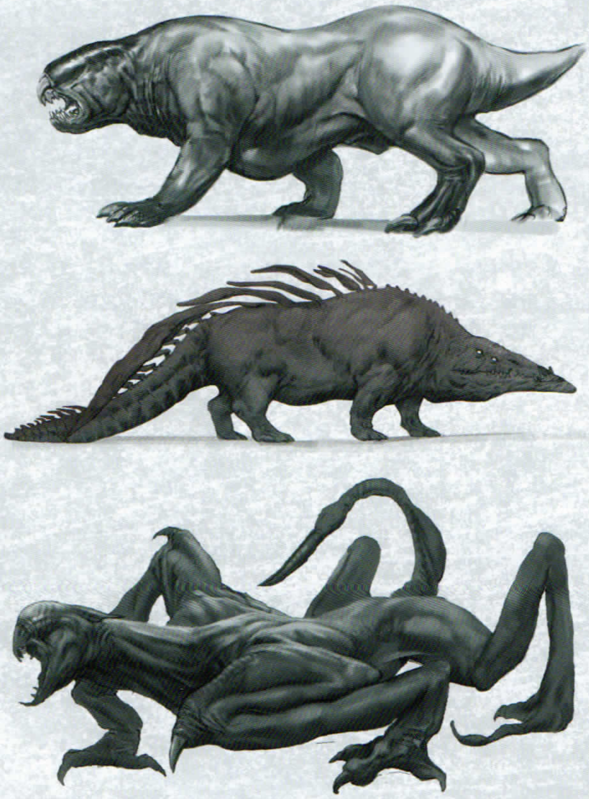
**- Buildings and ground units touched by the blast markers take an E11, Devastator-2, Demolisher-3 hit.**

### COMPLETELY UNSTABLE BATTLEFIELD

Unstable environments are rarely the choice of battleground for seasoned commanders. These unpredictable settings range from tectonically volatile planets to those with huge gravity shifts, sinking sands, active volcanos and more. No matter the cause, these worlds are treacherous in the extreme, causing massive damage to anything caught in the onslaught.

**- At the end of the Environmental Phase, divide the table into four quarters, labelling them 3-6. Roll a dice. On a 1-2 nothing happens. On a 3-6, the quarter number rolled is hit with seismic shock waves, vast gravity shifts or one of any number of other horrific dangers. Roll a D6 for every unit in that quarter (including aircraft and infantry bases in buildings). On a roll of a 6 each unit takes 1 E10 hit. Each Building in the quarter takes an automatic E11 hit.**

## FAUNA



EXAMPLES OF INDIGENOUS FAUNA FOUND ON CRADLE WORLDS

Fauna are a special unit type in Dropzone Commander. They represent the native fauna of a planet – previously kept at bay – that has now reclaimed the human cities and the battlegrounds players fight over. As such they act as NPUs (Non-player units), and activate in the Environmental Phase. They also have a series of rules, some of which apply to all Fauna, others which only apply where stated.

Fauna are used in various scenarios, but players are encouraged to experiment with creating their own games involving these creatures too. They are designed to be a fun addition to the rules, and can be used in casual games or long term campaigns and scenarios. They are not balanced and due to their unpredictable nature are not designed to be balanced. For this reason it is suggested that players do not use Fauna when playing competitive or tournament games.

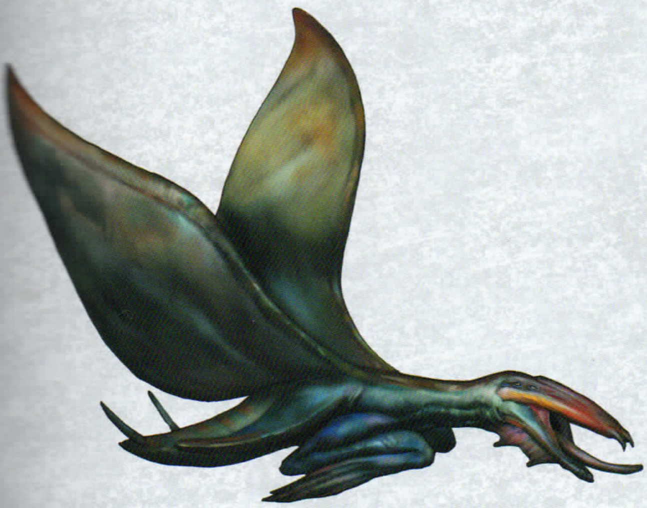
Players can use Fauna alongside any planetary conditions, either choosing which to use or rolling on the table below to see which Fauna to play with:

**1-2 – Daggers**
**3-4 – Feral Vampires**
**5 – Maulers**
**6 – Bullhorns**

## FAUNA AND ENVIRONMENTAL EFFECTS

The examples below can be found anywhere from desert worlds to the depths of the sea, and players are encouraged to try them out with different world conditions and ecosystems in place for a wholly new way of playing Dropzone Commander.

Fauna are adapted to their environments and have evolved to deal with most hazards in their habitats. Fauna are not affected by Poor Ground but cannot move over impassable terrain unless they are aircraft.



EXAMPLE OF A TYPE OF FERAL VAMPIRE FOUND ON AARU

## FAUNA IN SQUADS

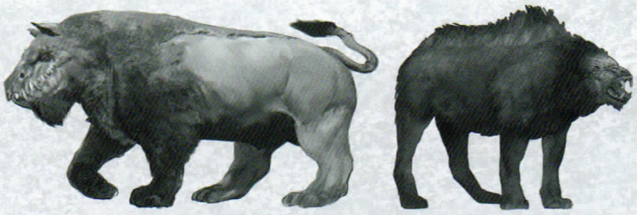
Fauna that are deployed in squads maintain squad coherency. They will always attack the same unit if able, and if they have the territorial rule (see below) they will all move towards and attack the same target unit.

## POINTS COSTS AND KILL POINTS FOR FAUNA

Fauna have a points cost for use by adventurous players who want to create their own scenarios. This points cost is also used when killing Fauna – the player who kills the creature(s) adds the destroyed Fauna's points to their Kill point total as if it were a part of the opposing player's army.

## FAUNA AND FORTITUDE

While Fauna have a self-preservation instinct, it is superseded when faced with the threats in Dropzone Commander. Any Fauna that would choose 'flight' as a fight or flight response are considered to have fled before the players' warriors, so those that players do face are considered to have chosen fighting to the death! All Fauna automatically pass any fortitude tests they are required to make unless otherwise stated in their special rules.



EXAMPLES OF DOCUMENTED FAUNA FOUND ON EDEN PRIME

## FAUNA SPECIAL RULES:

### TERRITORIAL – AIR/GROUND*

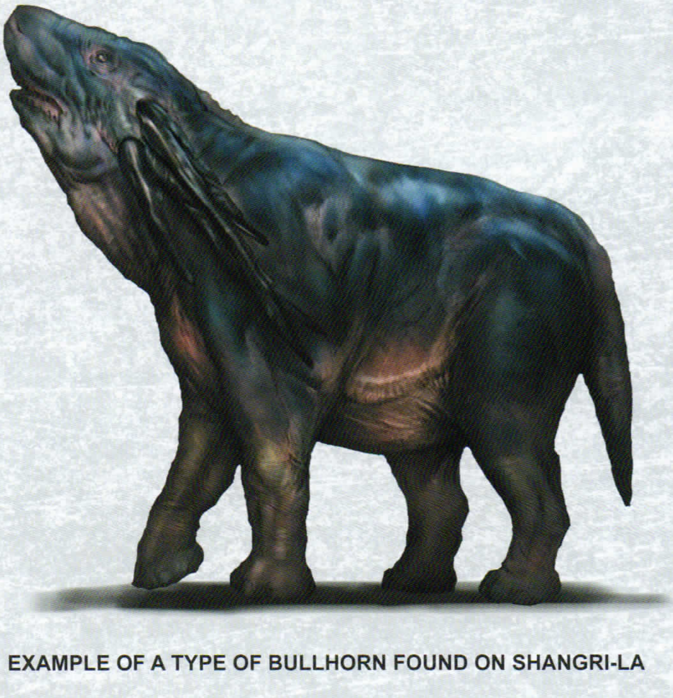
Many Fauna are territorial, staying in one place and protecting it against aggressors (i.e. the players' units). Fauna with the Territorial rule are deployed on top of or inside buildings or pieces of area terrain (the piece of terrain they deploy with is stated in their unit entries). They will also be either Territorial (Air) or Territorial (Ground).

Territorial (Air) Fauna will only attack aircraft units. Territorial (Ground) Fauna with only attack non-aircraft units. Territorial (Any) Fauna will attack any unit in range.

If a player's unit (of the correct type as above) is within 8" of any Fauna's Territory during the Environmental Phase, the Fauna will attack. If two or more eligible units are within range, randomise which unit is attacked. Territorial units will follow their target and continue attacking until it is destroyed, moving as fast as possible towards that unit each turn and attacking if able.

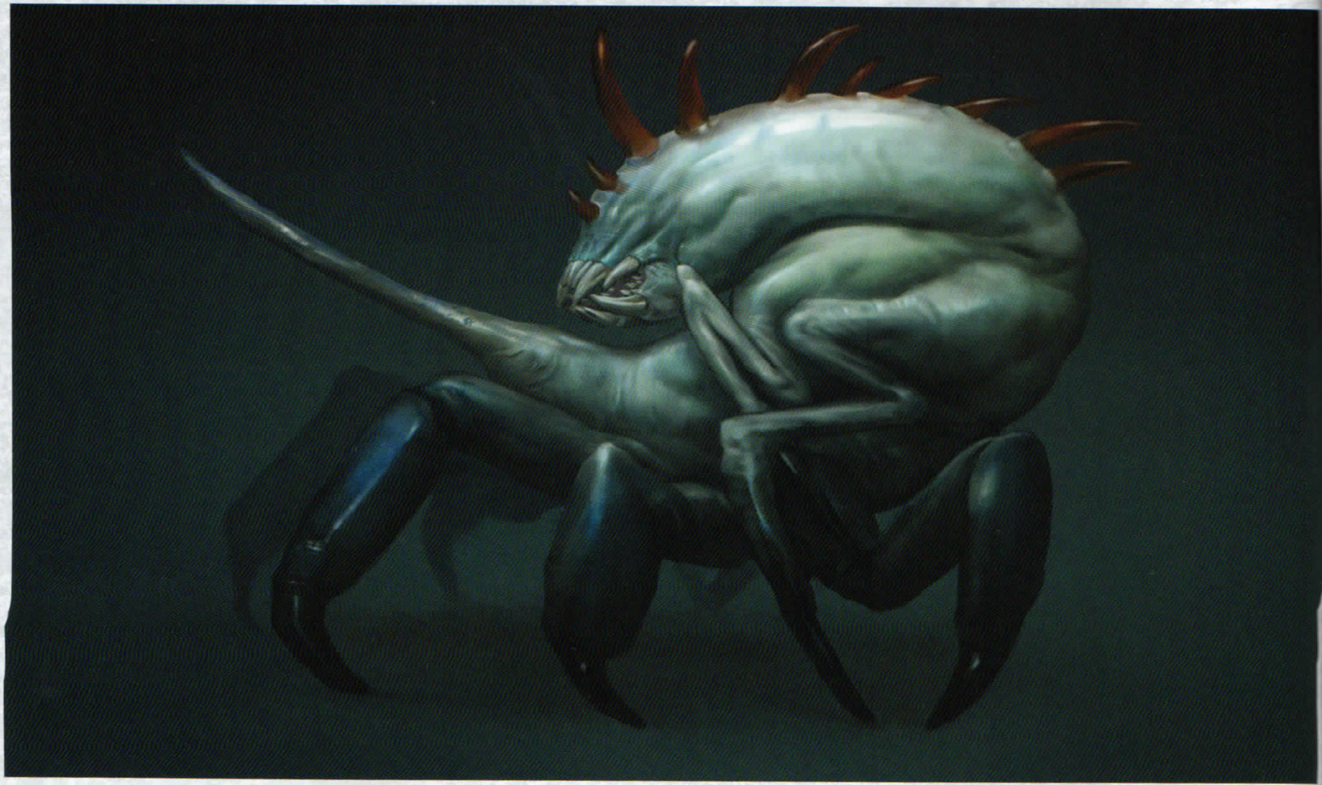
If by the start of the next environmental Phase the target is destroyed, or removed from the board in any other way (including entering a transport of any kind), the Fauna is removed from the battlefield and placed back on its territory.

If a Fauna's Territory is destroyed for any reason at any time, immediately remove the Fauna from play – no kill points are scored if Fauna are removed in this way.



EXAMPLE OF A TYPE OF BULLHORN FOUND ON SHANGRI-LA

# DAGGERS



Daggers are silent hunting creatures – Fauna that stalk from the shadows to attack their prey. Solitary creatures, they inhabit environs across the Cradle Worlds and can lay dormant for years, living off tiny scrapes of food for long periods of time.

While there are many variations in the look, size and species of these hunters (from the Snow Daggers of Atlantia to the Spring Maw Latchers of Helen and Threshers of Granum to name a few), they have several similarities. A Dagger's preferred method of hunting is to blend in with their surroundings, often contorting themselves into odd shapes or burrowing half in and half out of their hiding places to camouflage their body. A Dagger is always exceptional attuned to vibrations and changes in air flow and temperature. When prey of any kind comes within range, they will lash out at and around the area, skewering it and anything else in the vicinity, before sifting through the carnage to suck up all available nutrients. Once done, a Dagger will reposition itself to another ambush site to lay in wait for the next prey.

|  | A | MV | CM | DP | PTS | TYPE | CATEGORY | CQB | F | S+C | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|---|---|
| DAGGER | 3 | N/A | N/A | 4 | 42 | INFANTRY | FAUNA | 3 | N/A | 1 STANDARD | LIE IN WAIT, AFTER THE FEAST, DODGE 4+ |

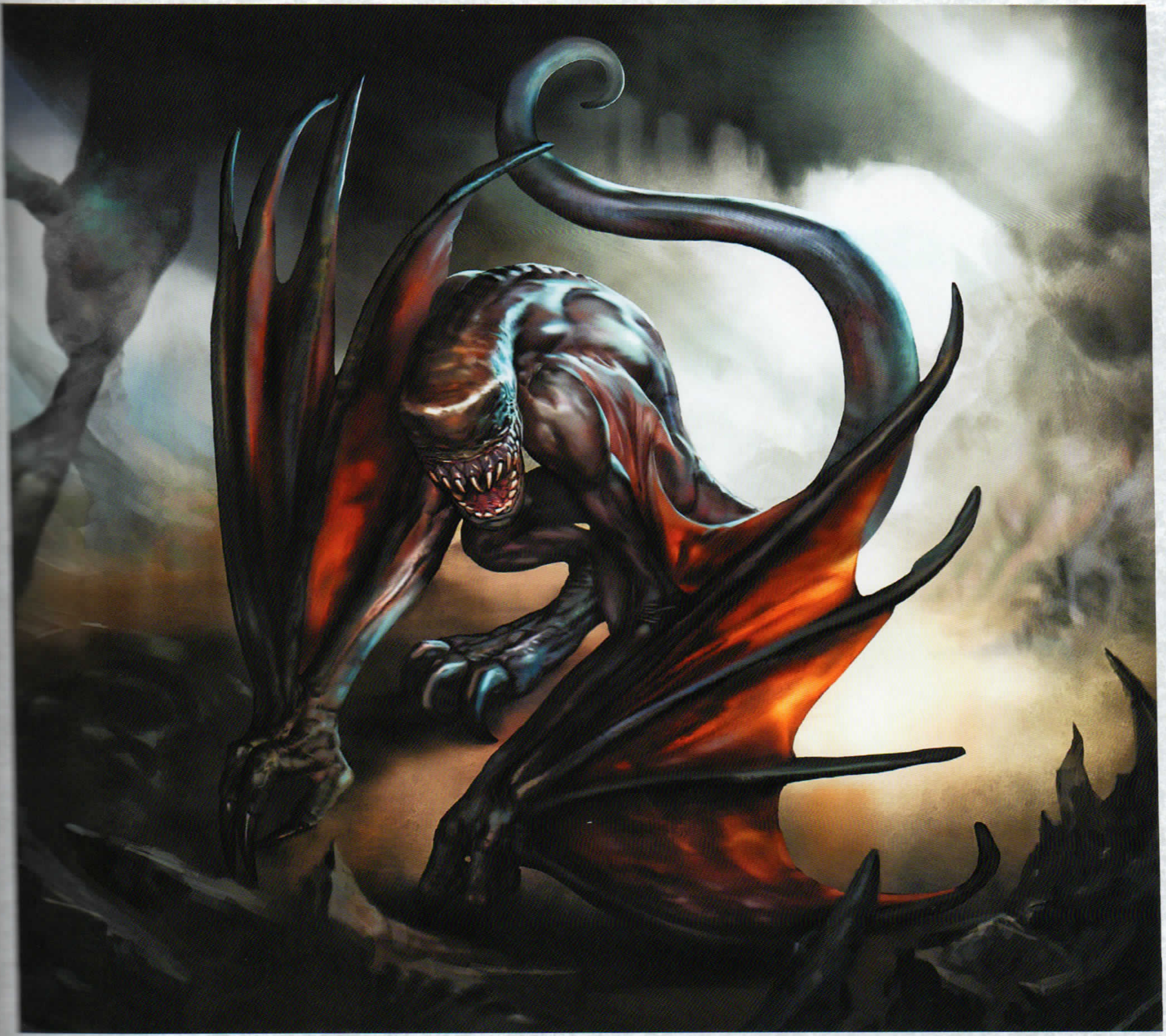
**Special Rules:**

**LIE IN WAIT:** *Daggers hunt by waiting for unwary prey to come within reach and then striking. As such, they are not deployed on the board at the start of the battle. Instead, every time an infantry unit enters a building, roll a dice. On a roll of a 6, that unit has triggered a Dagger attack. Place a Dagger in the building. They then count as enemy infantry. If the enemy is already in the building, the Dagger will fight as if it were a third faction, splitting its attacks equally between all infantry bases in the building – randomise where any leftover attacks are allocated. The Dagger will continue fighting until all other infantry in the building are dead.*

**AFTER THE FEAST:** *If for any reason a Dagger is alone in a building during the Environmental phase, move it from the building it is in to the next closest building. Randomise which building this is if several are equidistant. This counts as moving via an underground monorail – the creature burrows its way in! This does not trigger the 'Lie in Wait Rule'. If no building is available, the Dagger will stay where it is.*

**HUNTING SOLO:** *Daggers rarely hunt in vast numbers, given how rare prey can be. There may only ever be a maximum of 4 Daggers on the table at any time – if there are already 4 Daggers on the table, the 'Lie in Wait' rule is ignored until there are fewer than 4 on the board.*

# FERAL VAMPIRES



Clustered in swarms in tree-tops and roosting in buildings, the natural version of the Scourge 'Vampire' unit can be found in almost any terrain. It seems likely that these flying creatures (official designation Species SC-23-F) were first 'harvested' and used as hosts upon their discovery by the Scourge just after the invasion; the Scourge are nothing if not efficient in utilising natural resources for their own ends.

In their natural form, Feral Vampires are much less damaging individually, however they roost in greater numbers, and while not specifically aggressive or predatory they are territorial, protecting their nests from any and all aerial threats.

| FERAL VAMPIRES | A | MV | CM | DP | PTS | TYPE | CATEGORY | S+C | LZ | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 10" | E+2 | 1 | 7 | AIRCRAFT | FAUNA | 4 STANDARD | L | TERRITORIAL (AIR)* |

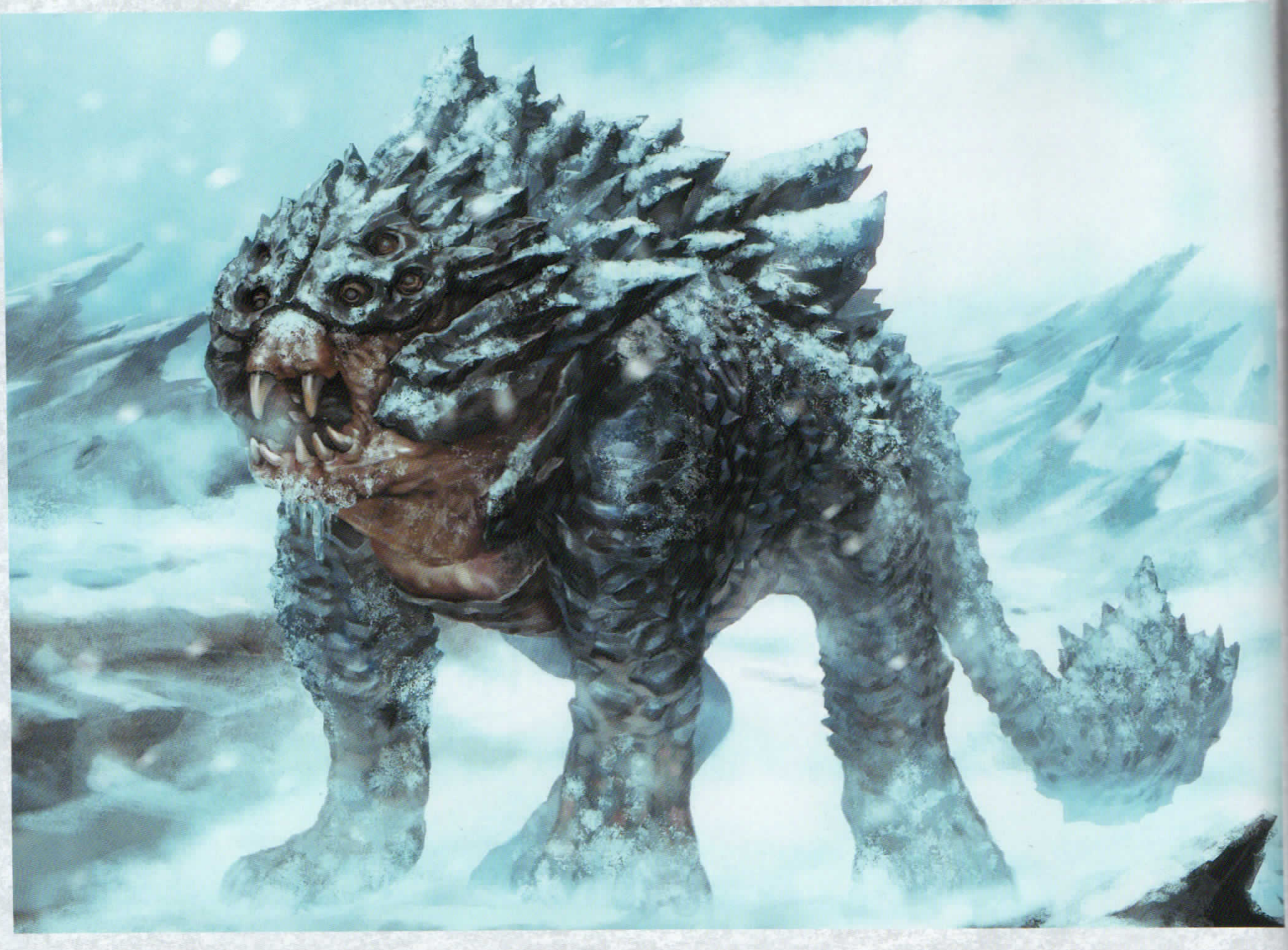
| WEAPONS | E | SH | AC | R(F) | R(C) | MF | ARC | SPECIAL |
|---|---|---|---|---|---|---|---|---|
| TEETH AND CLAWS | 5 | 1 | 2+ | 2" | 2" | 10" | F/S/R | AA (MAY NOT REACTION FIRE) |

**Special Rules:**

**TERRITORIAL (AIR)*:** *Before the start of the game, deploy two units of Feral Vampires. They are deployed in the tallest buildings on the board – if several buildings are tied, randomise which will be infested with Feral Vampires. When measuring distances for the Territorial rule, measure from the edges of the building.*

*Note that with very tall buildings, this can mean the Vampires are deployed more than 6" high. This is fine as this is a marker point for the squad, not their actual location. When they attack (as per the Territorial rule), place them in base contact with the building on the side closest to their target and move them from there.*

## MAULERS



'Mauler' is the catch all term for any hulking, belligerent beasts roaming over large areas in angry packs. No matter their actual genus, this subset of Fauna are always territorial, but over a much larger area than many other Fauna seen during the Reconquest. They patrol through cites and across plains searching for threats to their sovereignty, lashing out at any they see as encroaching upon their territory.

Commanders are advised to target and destroy Mauler packs from a distance, since they are most dangerous at close quarters. Huge fists, jagged teeth or lashing tentacles can make short work of even a heavy tank squad, but most species also have ability to 'breathe' a corrosive bolas, acid blast or lave spume. In truth they do no such thing, and instead most carry a digestive pool of the liquid in a hardened pouch beneath their bellies, or scoop up lava or acid from environmental sources to expel it like a waterfall over rivals and threats when close enough. However, troopers who have seen this swear any such creatures spit and breathe fire, leading to the more colourful sobriquet of 'Dragons' among the more skittish elements of the Legionnaire corps.

| | A | MV | CM | DP | PTS | TYPE | CATEGORY | S+C | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| MAULERS | 9 | 12" | N/A | 2 | 35 | VEHICLE | FAUNA | 3 B2B | HUGE TERRITORY |

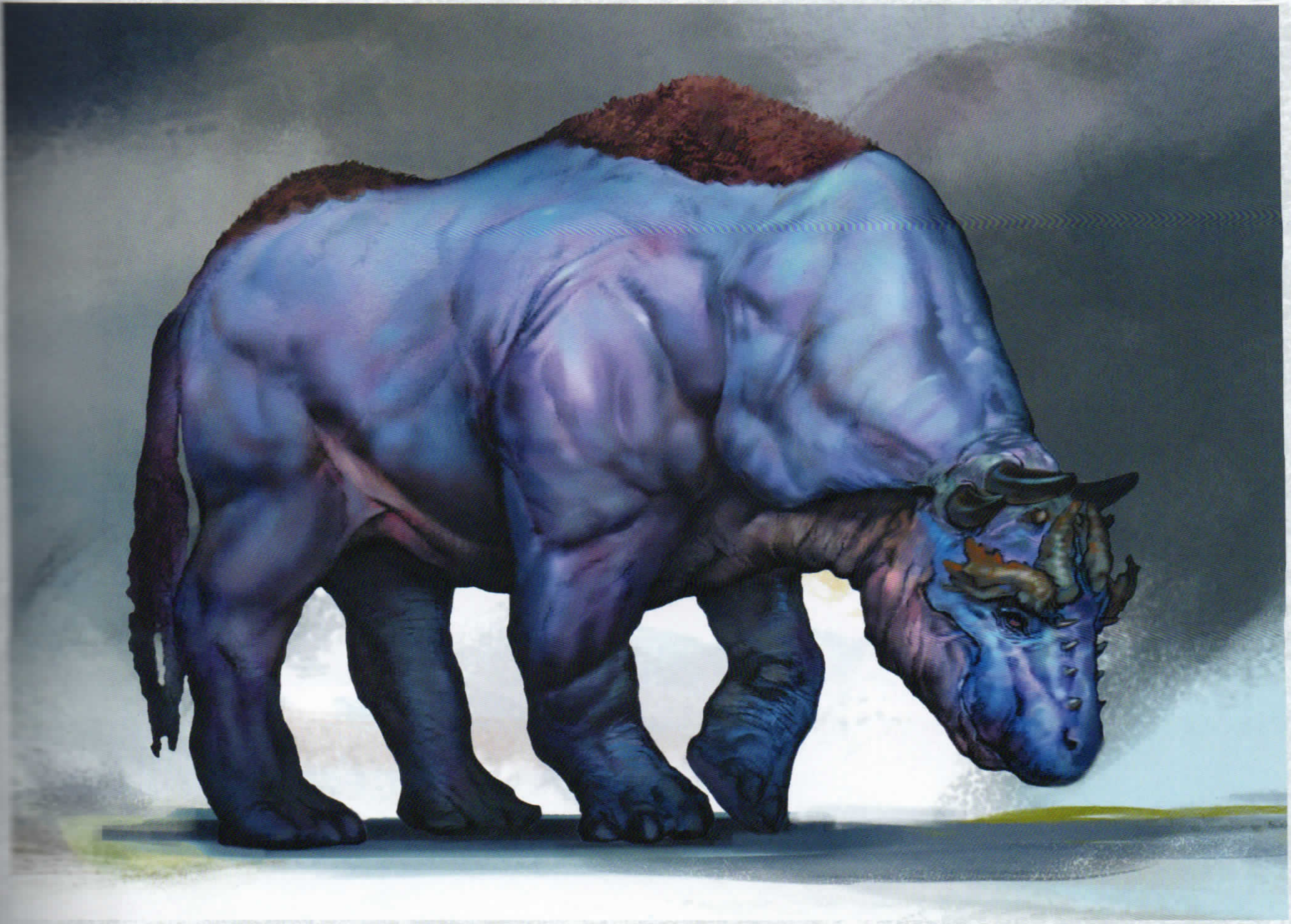
| WEAPONS | E | SH | AC | R(F) | R(C) | MF | ARC | SPECIAL |
|---|---|---|---|---|---|---|---|---|
| CLAWS AND TEETH | 9 | 2 | 2+ | CC | CC | 12" | F | N/A |
| CORROSIVE STREAM | 10 | 1 | 3+ | 6" | 6" | 12" | F | N/A |

### Special Rules:

**HUGE TERRITORY:** *Maulers consider huge swathes of a continent their territory, and brook no interlopers to pass. Maulers are deployed at the start of the Environmental Phase of Turn 2. They enter from the side of the table, on the centreline of the board. Randomise which of the two table sides they enter from, then place then in base contact with the edge of the board. They will then move as fast as possible towards the deployed ground unit with the most DP on the table – randomise any ties.*

*They will attack when able, using both weapon profiles if possible. If the highest DP unit is in a squad, they will use all of their attacks on one unit after another until the whole squad is destroyed. If there are no ground units deployed, Maulers will move towards the centre of the table. Once the Squad is destroyed, the Maulers will attack the closest unit in line of sight, and continue to do so until they are destroyed or the game ends.*

# BULLHORNS



The Bullhorn is, in temperament at least, a tranquil, docile Fauna. Many such species live to graze on anything in their environment, be that verdant, fast growing foliage in jungles or sparse oases of cacti in the desert, consuming huge quantities of plant matter on a daily basis. This may seem to make them one of the least dangerous Fauna types that can be found on the battlefield, but nothing could be further from the truth.

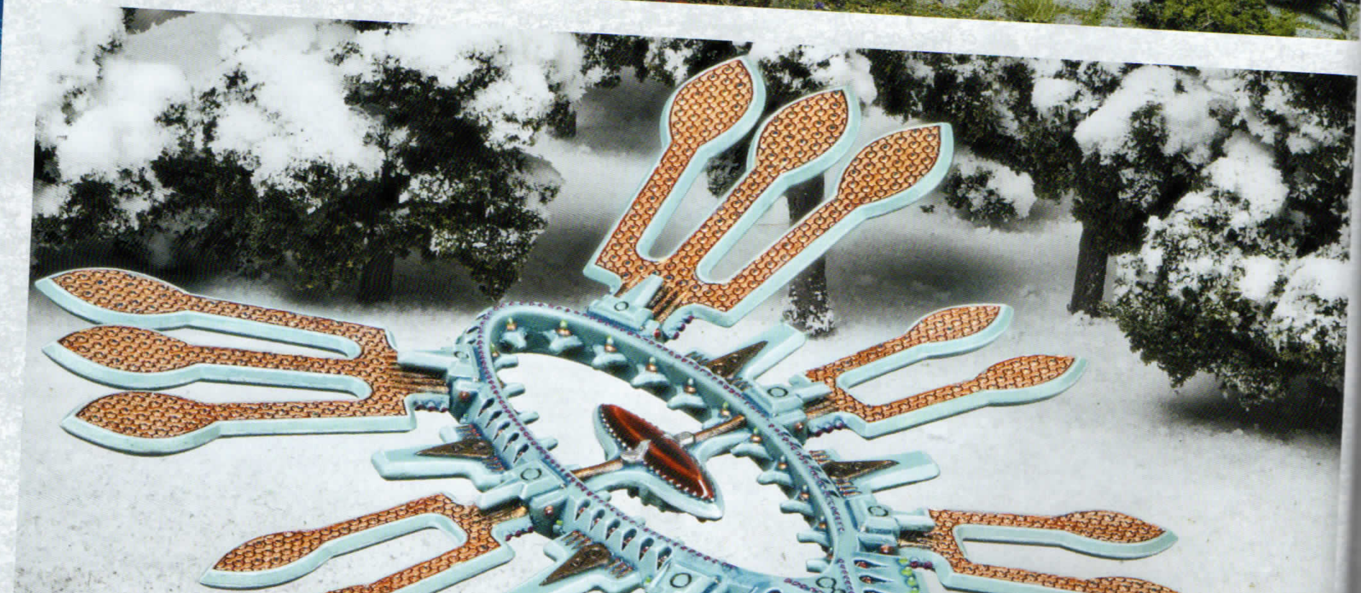
These beasts are huge colossi, vast lumps of flesh and muscle, with one imperative – to eat. Nothing will stop them, and they will ignore all damage, even grievous wounds, to continue eating. They have evolved for just such a purpose, using anything from thick, battering-ram style plates to ash-hardened, diamond-tipped paws to crush anything that gets in the way of their next meal. This makes Bullhorns a cross between massive ancient earth sauropods and a concrete wall – which, when up to speed, means literally nothing will get in their way.

| | A | MV | CM | DP | PTS | TYPE | CATEGORY | S+C | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| BULLHORN | 7 | 10" | N/A | 10 | 75 | VEHICLE | FAUNA | 1 STANDARD | WALKER, GRAZER,<br>NOTHING GETS IN THE WAY |

**Special Rules:**

**GRAZER:** *The Bullhorn is just that – a vast slab of bullish flesh that moves from one meal to the next. The Bullhorn enters the battlefield from the side table edge, halfway along (24"). Randomise which side of the table it will enter from. From then on, it will move its full MV value in a random direction; randomise which way it will move. If it would move off the table it stops at the edge instead.*

**NOTHING GETS IN THE WAY:** *The Bullhorn has enough bulk and armour to shoulder its way past, through and over anything in the way. When it moves, the Bullhorn travels in a straight line directly from where it starts to a point 10" away (in a direct determined as per the Grazer rule above). If the bullhorn cannot be placed at that point, place it as close to the point as possible. Any ground unit that is within 4" of this straight line takes an E10 hit on a 4+. Any building that is within 4" of this straight line is smashed straight through by the grazer. It instantly loses half of its remaining DP (rounded down) – apply falling masonry results as normal, as if this much damage had been done as per shooting.*



# ENVIRONMENTAL SCENARIOS

We have put together a selection of Environmental Scenerarios based on the Environmental Rules, outlined in Reconquest Phase 2, and though are by no means exhaustive, do give a chance to experience the variety of these rules. We encourage players to create their own scenarios and Environmental situations using the rules described in the Environmental Section.

## PURGING PERSEPHONE – BEAST HUNT

*Persephone is rife with bizarre flora and fauna – some factions want to destroy it, others to bend it to their will. Either way, you must hold their breeding grounds and subdue the primal wildlife!*

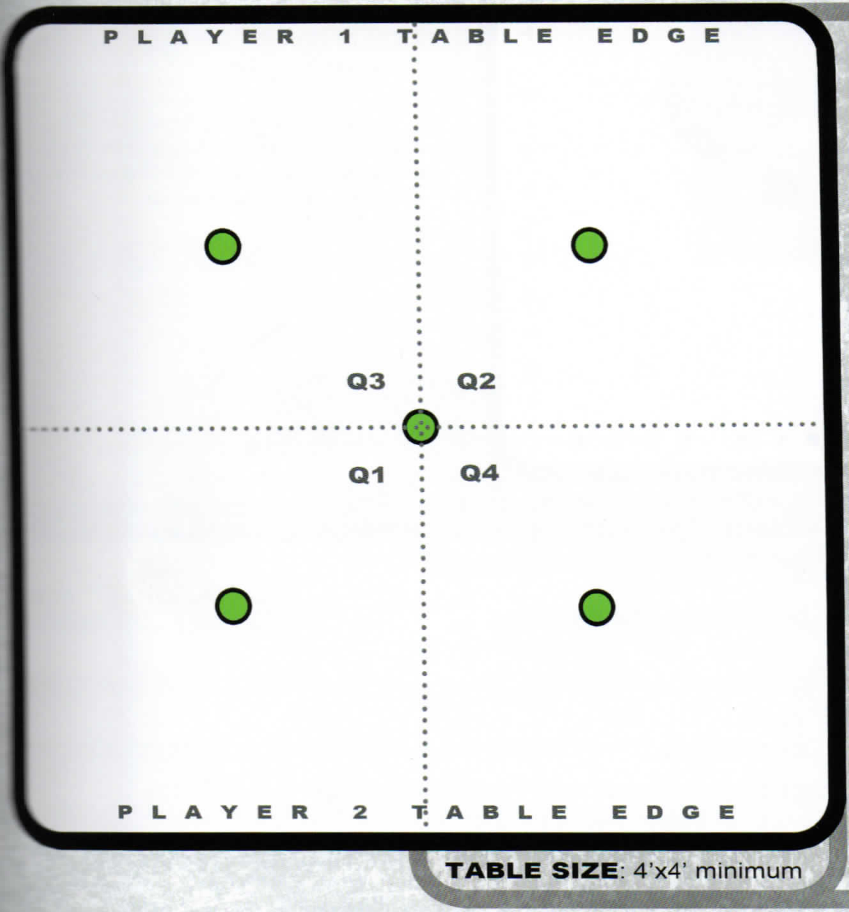


**TABLE SIZE**: 4'x4' minimum

**KEY:**

**Player Deployment Zones**
6" In from friendly Table Edges and up to 12" from the corner

● **Focal Points**
Place one roughly in the centre of the battlefield, and one in each Table Quarter outside all Deployment Zones.

Focal Points may be anything worth taking, such as key Structures, high ground, important features, cave entrances etc.

**NUMBER OF PLAYERS:** 2 **ARMY ROSTER:** Standard (all players) **DURATION:** 6 Turns

**DEPLOYMENT:** All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

**ENVIRONMENTAL RULES:** Earth Normal Grav, Earth Normal Atmosphere, Jungle Ecosystem, No random events.

**FAUNA:** For this game, players should use: 1 Bullhorn, 1 squad of Maulers, Daggers, 1 squad of feral Vampires. Instead of the tallest building on the board, use the central focal point as the territory for the Feral Vampires. If a whole unit or squad of Fauna is killed, redeploy them as per their rules at the beginning of the next environmental phase. The Feral Vampires are re-deployed on the central focal point.

**VICTORY CONDITIONS:** The player with the highest number of VPs at the end of turn 6 wins the game. Players receive 1 VP for contesting a focal point (animal nest) and 2VP for holding it. Players also receive 2VP for each Fauna squad they destroy.

**VARIANT:** 'Hunter or hunted?': Double the number of Fauna used in the game apart from the Feral Vampires. Daggers trigger on a 4+ rather than the usual roll of a 6.

# PURGING PERSEPHONE – BURN THE HIVE

*The defender has been experimenting on the local wildlife for their own nefarious reasons. The attacker mus liberate or destroy the animal birthing hives and any animals already co-opted to the defender's cause.*

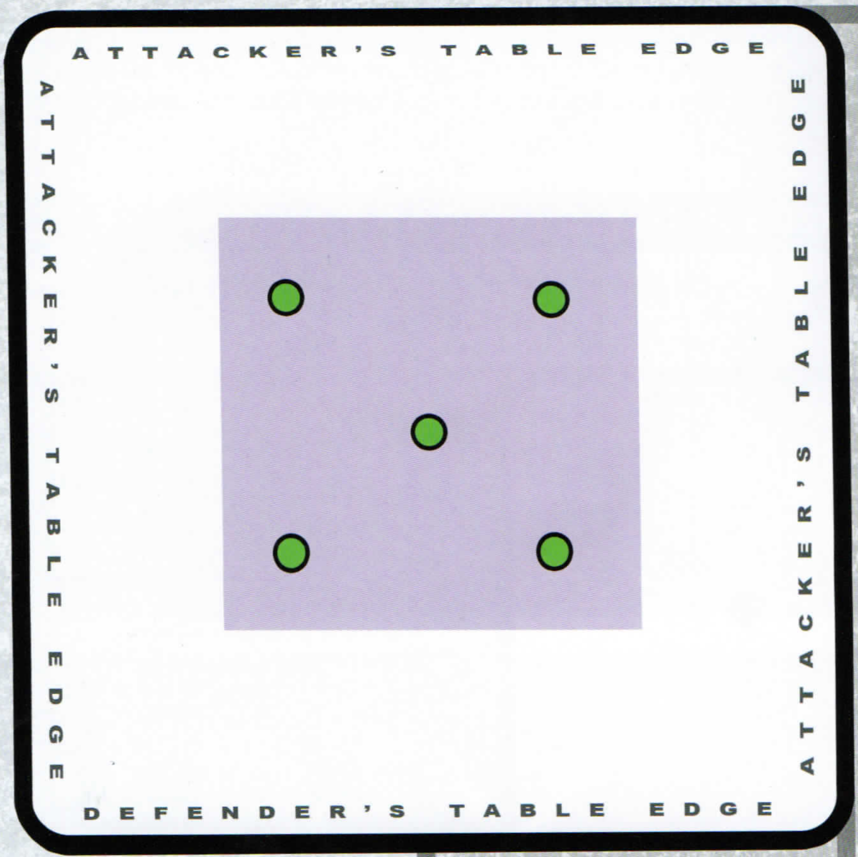


**TABLE SIZE**: 4'x4' minimum

## KEY:

▨ **Defenders Deployment Zone**
12" away from all Table Edges

● **Focal Points**
Place one in the centre of the battlefield, and one roughly in each corner of the Defenders Deployment Zone, as indicated.

The five Focal Points in this Scenario are within Bunkers.

The Bunkers cannot be destroyed and are immune to falling masonary, however, they can still be targetted by flame weapons as normal.

**NUMBER OF PLAYERS:** 2

**DURATION:** 6 Turns

**ARMY ROSTER (ATTACKER):** Standard

**ARMY ROSTER (DEFENDER):** Standard

**DEPLOYMENT (ATTACKER):** All Battlegroups begin in Readiness. Fast Movers Begin in Readiness.

**DEPLOYMENT (DEFENDER):** All Battlegroups use direct deployment. Fast movers begin in Reserve.

**ENVIRONMENTAL RULES:** Earth Normal Grav, Earth Normal Atmosphere, Jungle Ecosystem, No random events.

**FAUNA:** 1 Bullhorn, 1 Squad of Maulers, 4 Daggers. These are controlled by the Defender, and ignore the usual rules for movement and deployment. Instead, the Bullhorn and Mauler squad may be deployed anywhere in the defender's deployment zone. The 4 Daggers are placed in 4 outlaying bunkers – these count as friendly units for the defender, but will never move out of the bunkers they are deployed in for any reason.

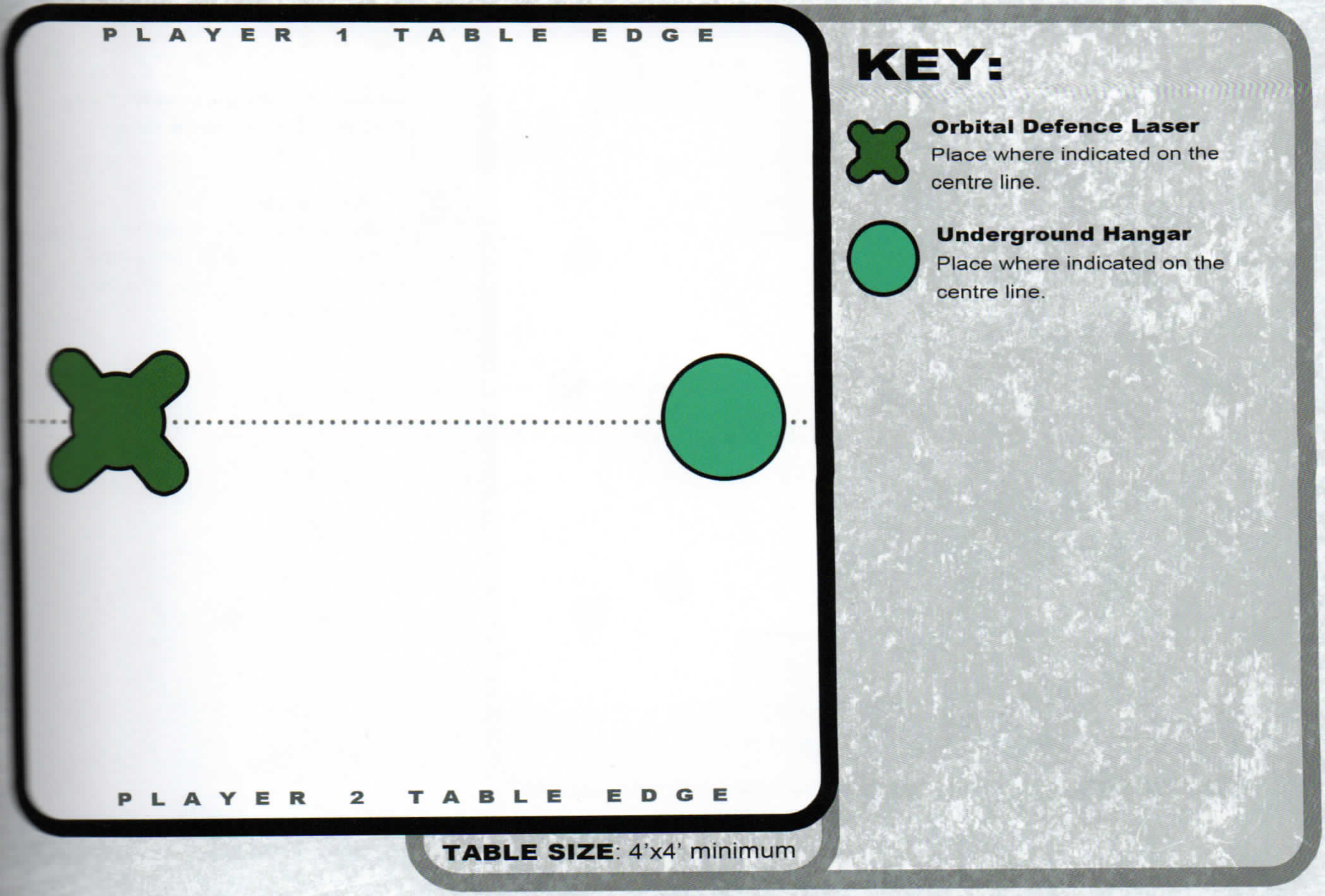
**VICTORY CONDITIONS:** The player with most VP at the end of turn 6 wins. The Attacker gains 1VP for each Fauna squad destroyed, 2VP for each focal point held, and 1VP for each focal point contested. The Defender receives 1VP for every 100 kill points that are killed by their controlled Fauna, 2VP for each focal point held, and 1VP for each focal point contested.

**IDEAS AND DESIGNER'S NOTE:** This scenario allows players to have fun controlling Fauna alongside their army, and rewards both using them aggressively and/or taking them out! For characterful games, the Scourge is often best as the Defender, with any of the factions as the Attacker.

**VARIANT:** The attacking player also receives a Bullhorn and a squad of maulers as detailed above. Both players receive 1VP for each enemy Fauna killed, and 1VP for every 100 points killed by their Fauna.

## PURGING PERSEPHONE – NATURE'S WRATH

*Both armiesrush to escape the unleashed savagery of Persephone itself, as the Fauna attack and the very planet seems hell–bend on their destruction, dragging them down to a destructive end. They must hold the Launch pad in order to escape, but can only escape atmosphere if free from ground fire from the nearby defence laser.*


PLAYER 1 TABLE EDGE
PLAYER 2 TABLE EDGE
KEY:
Orbital Defence Laser
Place where indicated on the centre line.
Underground Hangar
Place where indicated on the centre line.
TABLE SIZE: 4'x4' minimum

**NUMBER OF PLAYERS:** 2 **ARMY ROSTER:** Standard (all players) **DURATION:** 6 Turns

**DEPLOYMENT:** All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

**ENVIRONMENTAL RULES:** Earth Normal Grav, Earth Normal Atmosphere, Jungle Ecosystem, Storms.

**FAUNA:** Fauna spawn each turn. Randomise which Fauna spawn as follows:1-2 Maulers, 3-4 Bullhorn, 5 Feral, Vampires – ODL, 6 Feral Vampires – Underground Hangar.

Maulers and Bullhorns activate and deploy as normal. Feral Vampires deploy either on the ODL or the Underground Hangar, counting these as their respective territories. Do not roll for Daggers – Instead, units entering the ODL or Underground Hangar will trigger Daggers on a roll of 4+.

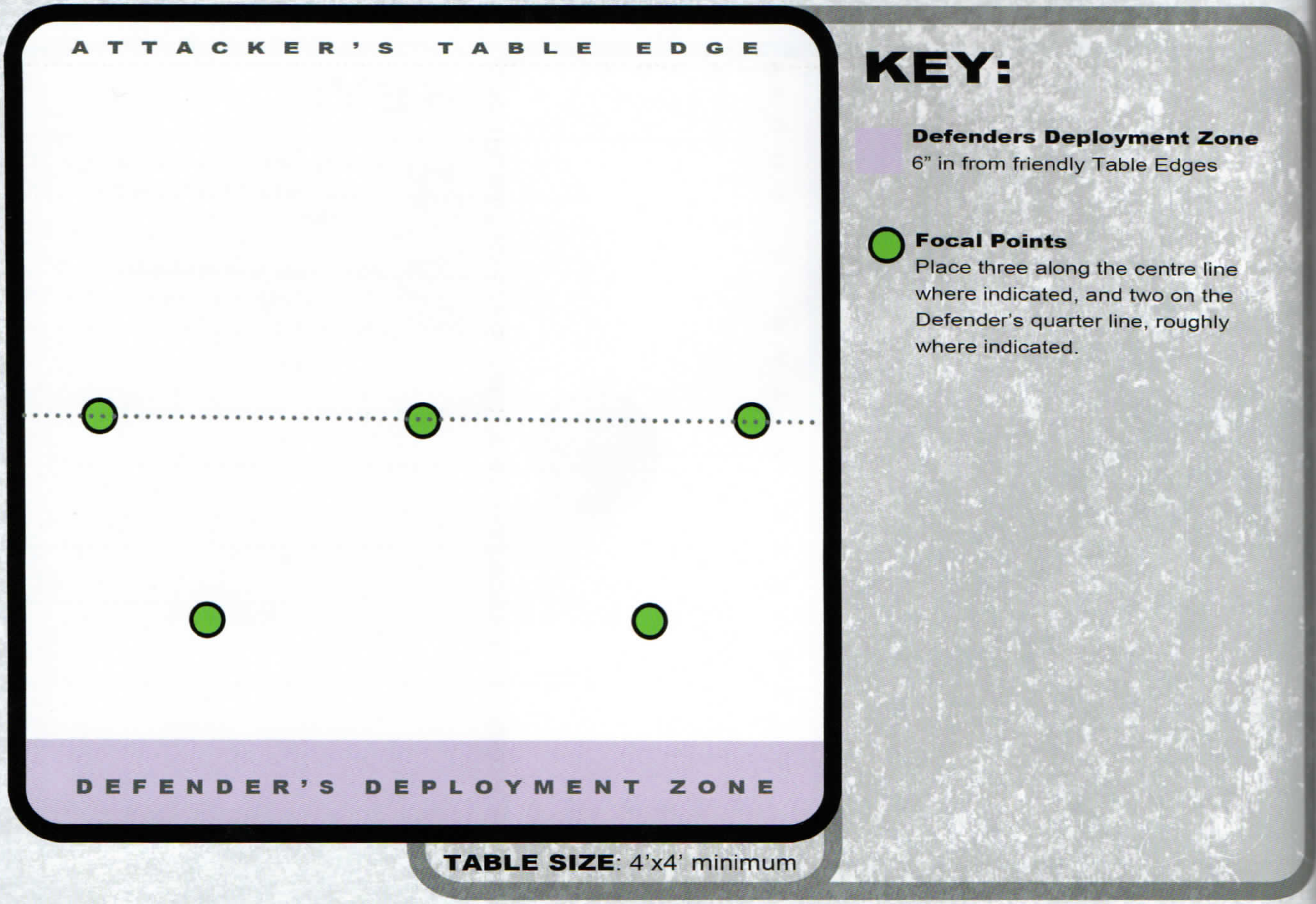
**VICTORY CONDITIONS:** The Orbital Defence Laser (ODL) and Underground Hangar are placed along the centre line of the table, equidistant from the board edges and each other. These both count as Focal Points and any Infantry inside them are worth double their unit points when calculating who is in control of each Focal Point. If a player holds both the ODL and the Launch Pad at the end of the game they win. If a player holds the Underground Hangar and the ODL is not held by either player, they win. If a player holds the Underground Hangar but the opponent holds the ODL, the game is a draw. If neither player holds the Underground Hangar, it is a draw.

The ODL and Underground Hangar are large structures with a garrison value of 10. They are indestructible, and may not destroyed by any means. However they have A6, and may be shot at as usual, causing falling masonry as usual, however once falling masonry is resolved ignore any DP damage done to the building. The ODL and Underground Hangar may be entered from any side.

**IDEAS AND DESIGNER'S NOTE:** This scenario is designed to be hard for commanders, fighting against both the enemy and the elements themselves! Speed and manoeuvrability are reduced, so deployment is key.

## BATTLE FOR THE OLYMPUS SHIPYARDS – BEACHHEAD

*The initial push into the Olympus Shipyards will be bloody, fighting in the docking bays open to the airless cold o space. It is critical that a landing zone can be held so that the assault can continue into the heart of the complex.*



**KEY:**

▨ **Defenders Deployment Zone**
6" in from friendly Table Edges

● **Focal Points**
Place three along the centre line where indicated, and two on the Defender's quarter line, roughly where indicated.

**TABLE SIZE**: 4'x4' minimum

**NUMBER OF PLAYERS:** 2

**DURATION:** 6 Turns

**ARMY ROSTER (ATTACKER):** Standard

**ARMY ROSTER (DEFENDER):** Defence Force AND Reinforcements.

**DEPLOYMENT (ATTACKER):** All Battlegroups begin in Readiness. Fast Movers Begin in Readiness.

**DEPLOYMENT (DEFENDER):** All Battlegroups use direct deployment. Reinforcements begin the game in Reserve.

**ENVIRONMENTAL RULES:** Low Grav, Airless, Sub Zero, No Random Events

**FAUNA:** None.

**VICTORY CONDITIONS:** The Player with the highest number of Victory points at the end of turn 6 wins the Game. Use Kill Points to determine a victor in the event of a tie.

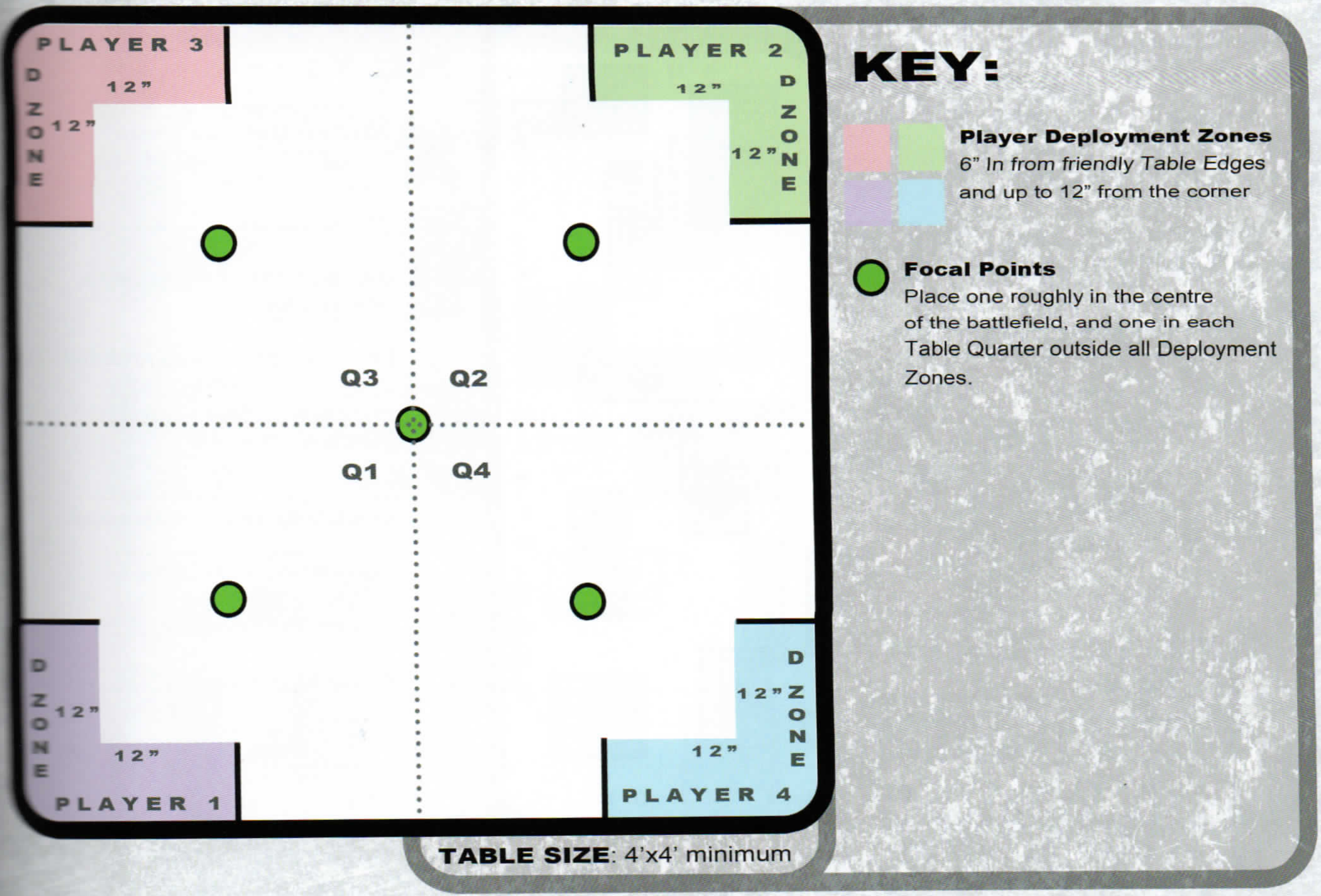
**IDEAS AND DESIGNER'S NOTE:** This is the first push into the Olympus shipyards – fighting in the airless, gravity lacking docking areas of the space stations is fraught with danger and disaster. This makes for characterful, cinematic games.

**VARIANT:** 'Fleet support': Play a game of Dropfleet Commander before playing this game. The winner becomes the attacker in this game, and their commander gains the following weapon to their stat line for this game:

| WEAPONS | E | SH | AC | R(F) | R(C) | MF | ARC | SPECIAL |
|---|---|---|---|---|---|---|---|---|
| FLEET SUPPORT | 13 | 1 | 4+ | ∞ | ∞ | 2" | F/S/R | IF, AREA M |

# BATTLE FOR THE OLYMPUS SHIPYARDS – CLEAR THE CARGO BAYS

*The factions fight over the precious resources to be found in the cargo spaces in the shipyards. The Station has sustained damage and coolant is leaking into the confined spaces, making it a nightmare for pilots to navigate through.*


PLAYER 3
D ZONE
12"
12"
PLAYER 2
D ZONE
12"
12"
Q3
Q2
Q1
Q4
PLAYER 1
D ZONE
12"
12"
PLAYER 4
D ZONE
12"
12"
KEY:
Player Deployment Zones
6" In from friendly Table Edges and up to 12" from the corner
Focal Points
Place one roughly in the centre of the battlefield, and one in each Table Quarter outside all Deployment Zones.
TABLE SIZE: 4'x4' minimum

**NUMBER OF PLAYERS:** 2-4 **ARMY ROSTER:** Standard (all players) **DURATION:** 6 Turns

**DEPLOYMENT:** All battlegroups may Direct deploy (Squads in aerial transports must start in readiness embarked in their transport). Fast Movers start in reserve.

**ENVIRONMENTAL RULES:** Earth normal Grav,Earth normal Atmosphere, Subterranean Caverns (with Confined Caverns rule), Storms.

**FAUNA:** None.

**VICTORY CONDITIONS:** The Player with the highest number of Victory points at the end of turn 6 wins the Game. Use Kill Points to determine a victor in the event of a tie.

**IDEAS AND DESIGNER'S NOTE:** This scenario makes for tight, claustrophobic games because of the Caverns rules. As such, it is best to use more buildings than usual, packing them tightly to represent cargo pods, with some open spaces for dropships to land. This plays into the character of the game, and really makes flying in the cramped conditions fraught with danger!

**VARIANT:** 'Close to the Outer Hull' Every time a player misses with any weapon of E11 or higher, roll a dice. On a 5+ this shot has caused enough damage to the outer hull of the station to create a breach in the atmosphere. Play the rest of the game from then on with the 'Airless' Environmental rule.

# BATTLE FOR THE OLYMPUS SHIPYARDS – SECURE THE TARGETING DATA

*Your ships need support, but to do that you will need targeting data held in a nearby structure to target and fire the ODLs. Find the targeting chips, get them to the defence laser terminals while avoiding the automated sentry bots!*

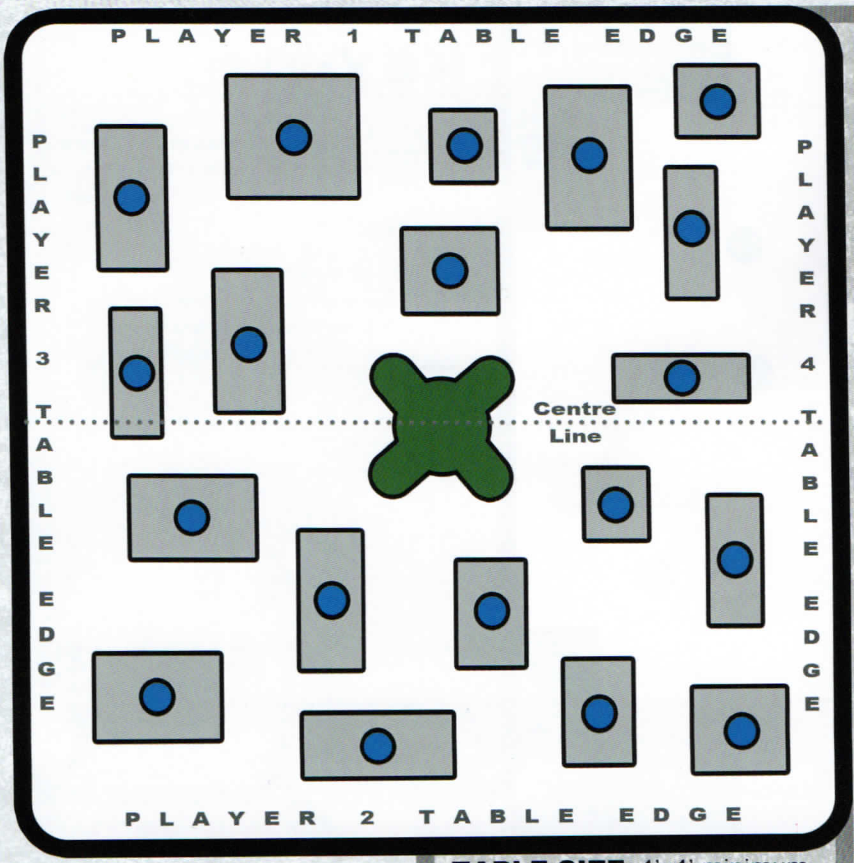


**TABLE SIZE**: 4'x4' minimum

## KEY:

**Orbital Defence Laser**
Place where indicated on the centre line.

**Any number of Structures of any size**

Each contains **1 Piece of Intel**

Place evenly around battlefield at least 6" from each Table Edge

**RECOMMENDED NUMBERS:**

**Skirmish:** 5-10 Structures

**Clash:** 10-15 Structures

**Battle:** 15-20 Structures

**NUMBER OF PLAYERS:** 2-4 **ARMY ROSTER:** Standard (all players) **DURATION:** 6 Turns

**DEPLOYMENT:** All Battlegroups Begin the game in Readiness. Fast Mover Squads begin the game in Reserve.

**ENVIRONMENTAL RULES:** Earth normal Grav, Earth normal Atmosphere, Earth Normal Ecosystem, No random events

**FAUNA:** Sentry Bots (Use 'Daggers' Rule) – Triggered by Intel as opposed to their usual deployment method.

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins. For each search in an intel building, use the table below rather than the usual table. Each building may only be searched once per game total; once either player has rolled on the table below, that building may no longer be searched.

| DICE ROLL | NAME |
|---|---|
| 1-2 | SENTRY BOT TRIGGERED (A DAGGER IS DEPLOYED IN THE BUILDING) |
| 3-4 | INTEL RETRIEVED - GAIN 1VP |
| 5-6 | OBJECTIVE FOUND |

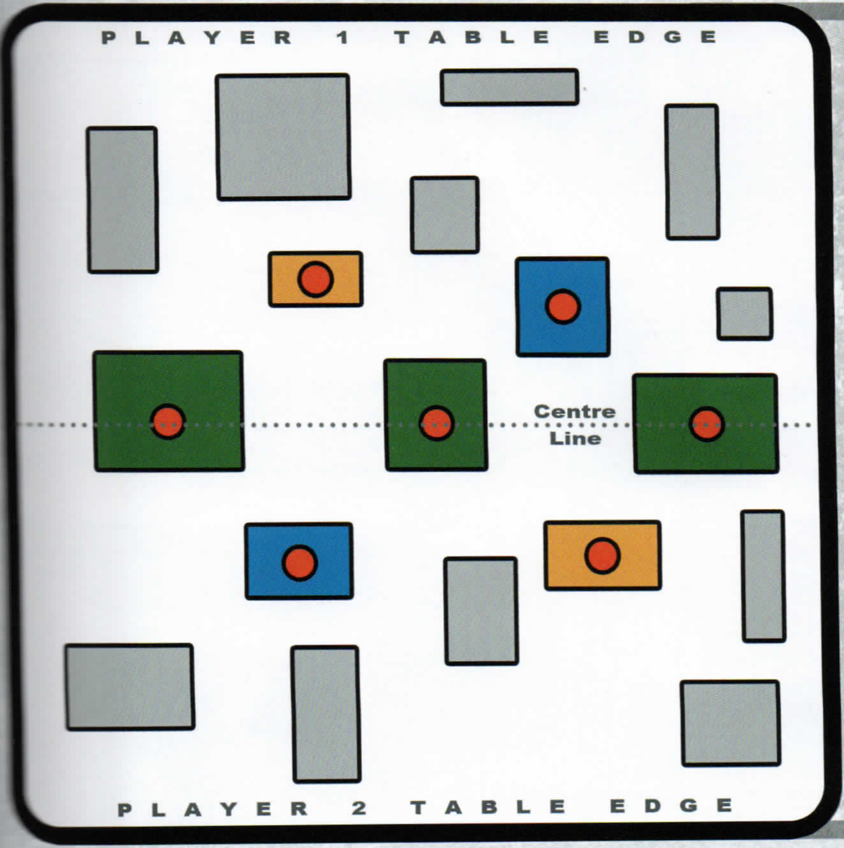
Players receive 1VP for each piece of intel found, 2VP for finding and holding an objective or getting it off the board. Players receive 6VP for each objective they hold with infantry, if that infantry is in the Orbital Defence Laser at the end of the game.

**IDEAS AND DESIGNER'S NOTE:** This scenario is a dash to find objectives and get them to the key targeting computer in the ODL in the centre. As such it's a good idea to take fairly infantry-heavy army lists to maximise searching, and flame units for the inevitable crunch in the centre of the board!

**VARIANT:** 'Targeting data secured': Play a game of Dropfleet Commander after this game. The winner of this game may place two defence batteries in any two sectors within 18" of their board edge before the game begins.

# BATTLE FOR THE OLYMPUS SHIPYARDS – HULL BREACH

*Burning debris and battle damage has ruptured the hull in this part of the station, and spills through causing untold destruction. Rescue the key personnel and equipment before the enemy make off with them, all while the battle rages on outside!*



## KEY:

🟩 **3 Large/ Normal Structures**
Each contains **1 Objective**
Use in **Skirmish, Clash and Battle**
Place on or near Centre Line

🟦 **2 Large/ Normal Structures**
Each contains **1 Objective**
Use in **Clash and Battle only**
Place between Centre Line
and Quarter Line

🟧 **2 Large/ Normal Structures**
Each contains **1 Objective**
Use in **Battle only**
Place between Centre Line
and Quarter Line

⬜ **Any number of Structures of any size**
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

**NUMBER OF PLAYERS:** 2 **ARMY ROSTER:** Standard (all players) **DURATION:** 6 Turns

**DEPLOYMENT:** All battlegroups may Direct deploy (Squads in aerial transports must start in readiness embarked in their transport). Fast Movers start in reserve.

**ENVIRONMENTAL RULES:** Low Grav, Airless, Sub Zero, Completely Unstable Battlefield **and** Orbital Debris.

**FAUNA:** None.

**VICTORY CONDITIONS:** The Player with the highest number of Victory points at the end of turn 6 wins the game.

**IDEAS AND DESIGNER'S NOTE:** This game is a free for all! It is designed to be a fun twist on a standard targets of opportunity game, where anything can happen as players rush to get the objectives off before the battle outside utterly destroys their armies. Expect high casualties – speed is key in this scenario.

**VARIANT:** "Severe Damage to all Construction Stations" Use all 7 objectives as if playing a 'battle' sized game, no matter how big the game actually is. In addition, all buildings count as weak (A4).

# SCENARIOS AND TOURNAMENTS

## OVERVIEW

With Reconquest: Phase 2, we have extended the range of the scenarios available to play in Dropzone Commander. These also include scenarios built for specific scenery sets that have been released. The Scenarios are split into two groups. The first are based on the standard core rules, and include using your normal Dropzone Commander terrain and our Resin Scenery Packs. The Second is based on our new Environmentals that have been introduced to Dropzone Commander in Reconquest: Phase 2.

With the Dropzone Commander tournament scene continuing to grow, and many new people attending tournaments for the first time, we felt it important to reitterate the tournament scoring system.

## FOCAL POINTS

With the Scoring System used below there is a slight change to the focal point rules. (This has been changed to allow the average points gap between winners and losers of games containing Focal Points to match other scenarios more closely.)

Instead of the focal point awarding 2 additional victory points to the player with the most units in points cost within 6", they only receive 1 additional point. This is in addition to the 1 victory point that is available to both players for having a any units within 6" (excluding aircraft or units within aerial transports).

## TOURNAMENT SCORING SYSTEM

The Tournament scoring system uses a variant of the 20-0 scoring system. This means that you will earn game points based upon the difference in Victory points between you and your opponent but the difference in Kill Points is also taken into account. To calculate your tournament points you first determine the VP difference between both players using the first table.

Then, if the winner of the game scored more Kill Points than his/her opponent, calculate how many bonus points they will score using the second table. The winner of the game adds these bonus points to their tournament point score and the looser deducts these bonus points from his score. Note this may result in neither player modifying their scores if the winner of the game ended up losing more Kill Points than his opponent. If the scores have been totalled correctly, both players final tournament points for the round should combine for a total of 20 points.

## EXCEPTIONAL GROUND BONUS

As stated in the main rules, this bonus only applies to units that spend their entire movement phase on such terrain and in the case of the Cityscape or Ruinscape Terrain packs, it only applies to the roads. (Refer to page 29 in the Dropzone Commander 1.1 Rulebook.)

## CRITICAL LOCATIONS

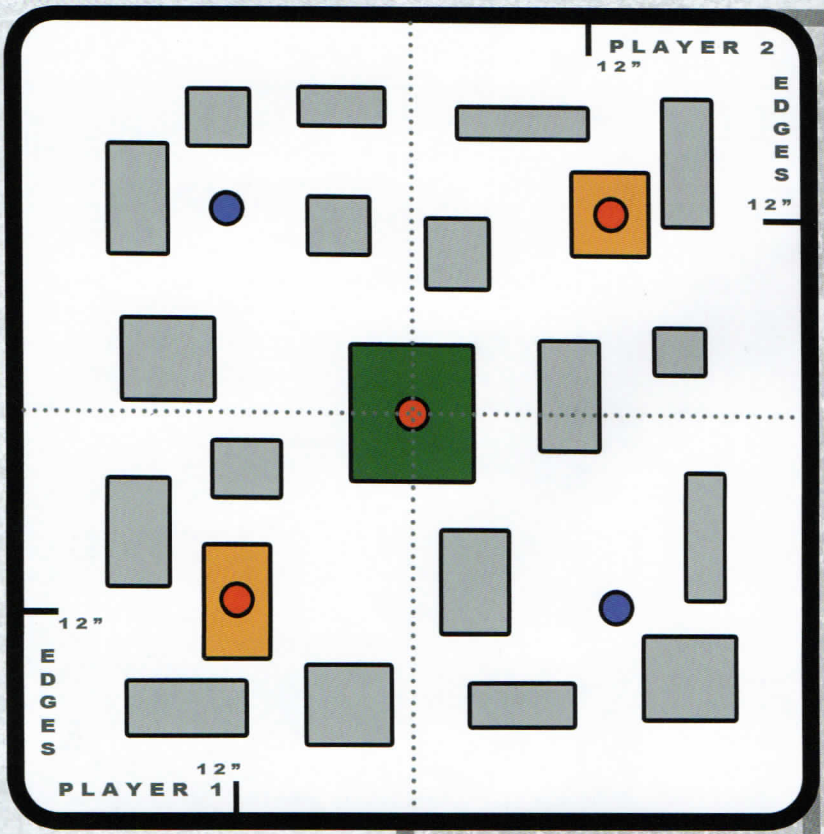
During the Round Up Phase of each game turn after the first, the player with the most Units in points costs within 3" of the Critical Location (not including aircraft or units within aerial transports) scores 1 Victory Point.

| VP Difference | Game Points Scored |
|---|---|
| 0 | 10 - 10 |
| 1 | 11 - 9 |
| 2 | 12 - 8 |
| 3 | 13 - 7 |
| 4 | 14 - 6 |
| 5 | 15 - 5 |
| 6+ | 16 - 4 |

| Winners Kill Point Difference | Bonus Game Points Scored |
|---|---|
| 1-300 | 1 |
| 301-600 | 2 |
| 601-900 | 3 |
| 901+ | 4 |

# CAREFUL ADVANCE

*While brash action and daring feats capture the eyes of headquarters, it is often the cautious but stead commander who wins the day – keep your army alive long enough to secure the key locations in enemy territory.*



**KEY:**

● **Critical Locations**
Place in the centre of opposite Table Quarters and not in buildings.

🟩 **1 Hardened Large Structure**
Use in **Skirmish, Clash and Battle**
Place on or near centre of table

🟧 **2 Hardened Large Structures**
Use in **Clash and Battle only**
Place in the centre of opposite Table Quarters.

☐ **Any number of Normal/ Small/Tiny Structures**
These must be lower than the Structures detailed above
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

**TABLE SIZE**: 4'x4' minimum

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (both players)

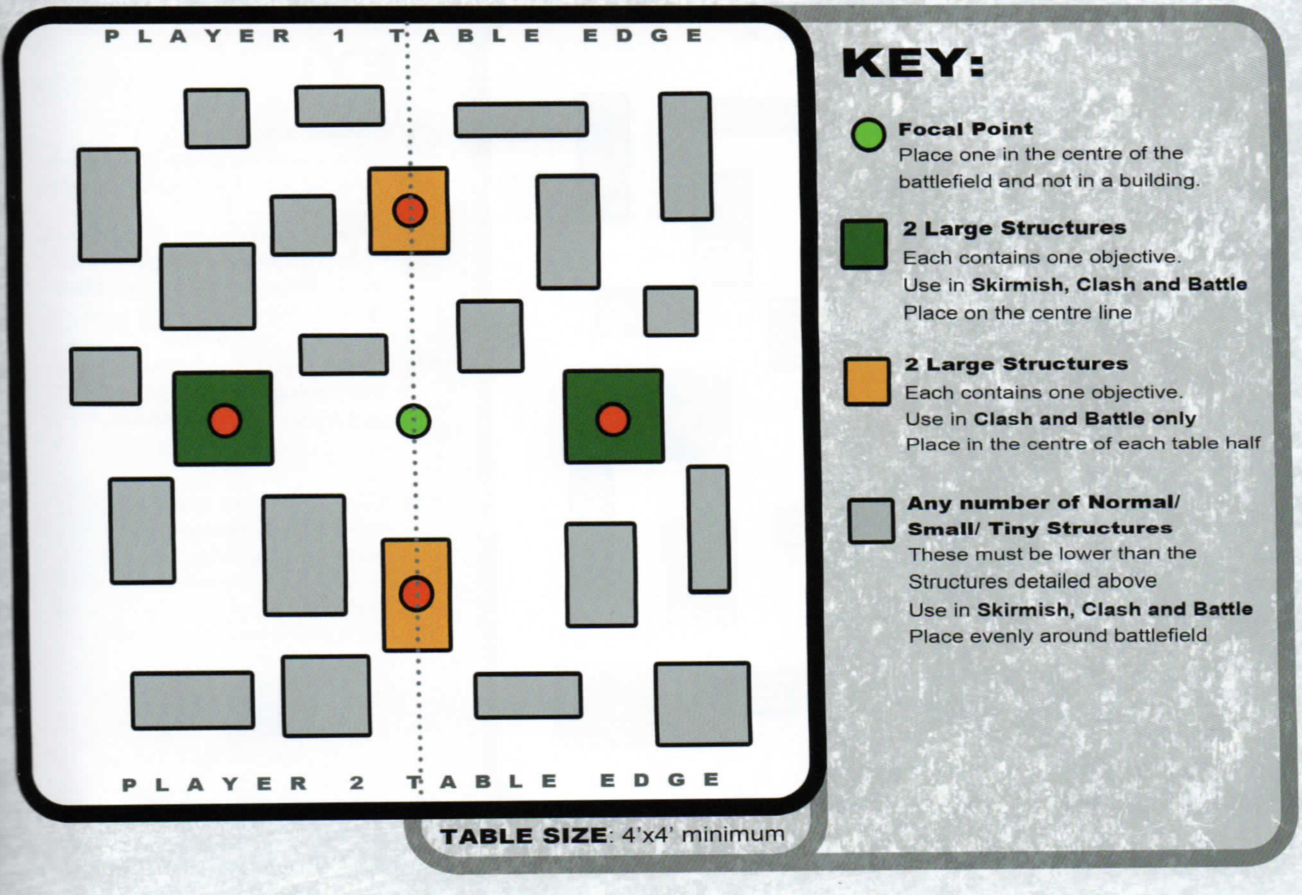
**DEPLOYMENT:** All Battlegroups begin the game in readiness. Fast Mover Squads start in Reserve.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

# CENTRE GROUND

*A large cluster of strategically important areas are within close proximity of the centre of the battleground – capture the bunkers with the enemy breathing down your neck!*



**KEY:**

● **Focal Point**
Place one in the centre of the battlefield and not in a building.

🟩 **2 Large Structures**
Each contains one objective.
Use in **Skirmish, Clash and Battle**
Place on the centre line

🟧 **2 Large Structures**
Each contains one objective.
Use in **Clash and Battle only**
Place in the centre of each table half

☐ **Any number of Normal/ Small/ Tiny Structures**
These must be lower than the Structures detailed above
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

**TABLE SIZE**: 4'x4' minimum

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (all players)

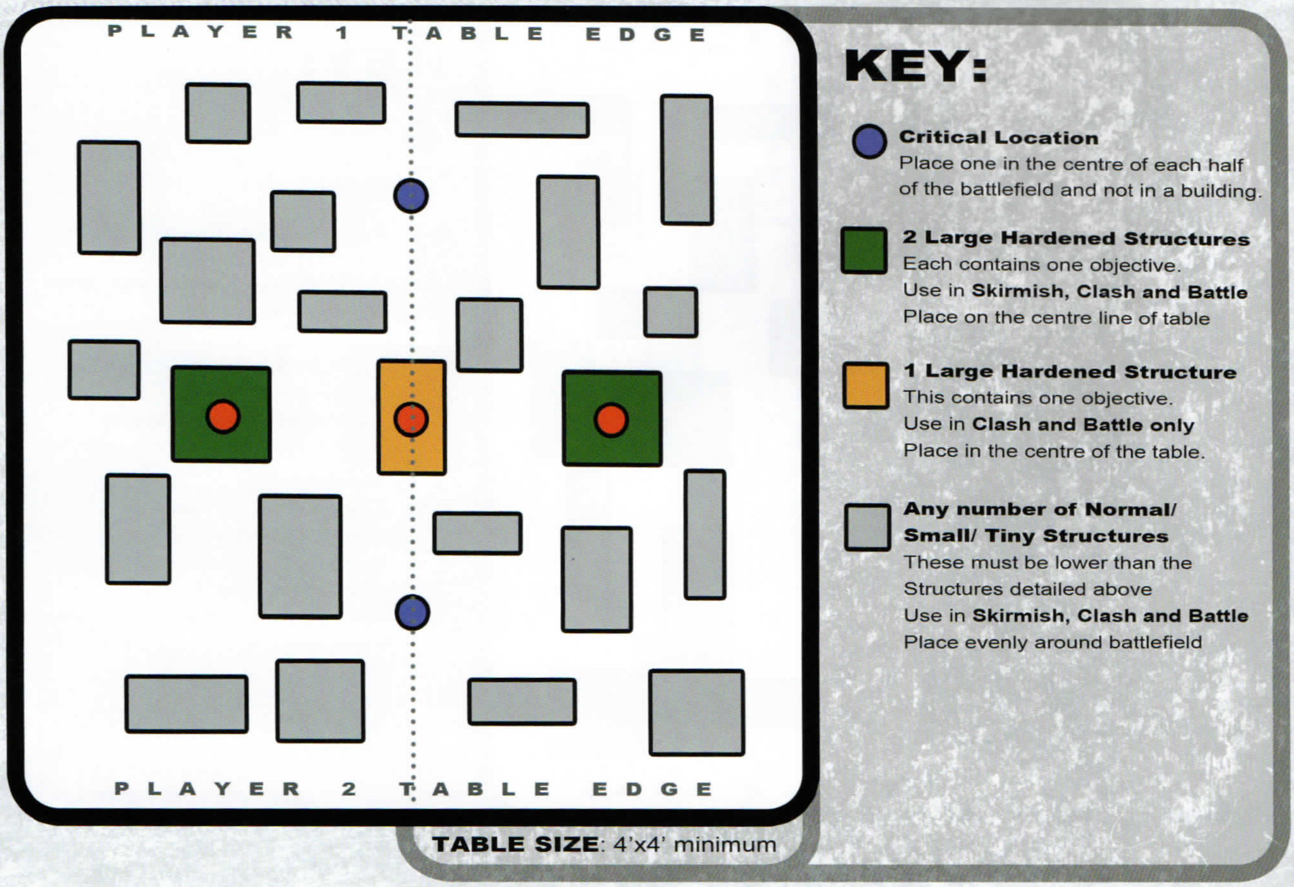
**DEPLOYMENT:** All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

# COMMAND AND CONTROL

*Control of the critical locations throughout the battle will bring victory to your forces. Hold the intelligence gathering nodes to the bitter end to gain the upper hand in the campaign.*



**KEY:**

● **Critical Location**
Place one in the centre of each half of the battlefield and not in a building.

🟩 **2 Large Hardened Structures**
Each contains one objective.
Use in **Skirmish, Clash and Battle**
Place on the centre line of table

🟧 **1 Large Hardened Structure**
This contains one objective.
Use in **Clash and Battle only**
Place in the centre of the table.

☐ **Any number of Normal/ Small/ Tiny Structures**
These must be lower than the Structures detailed above
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

**TABLE SIZE**: 4'x4' minimum

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (both players)

**DEPLOYMENT:** All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

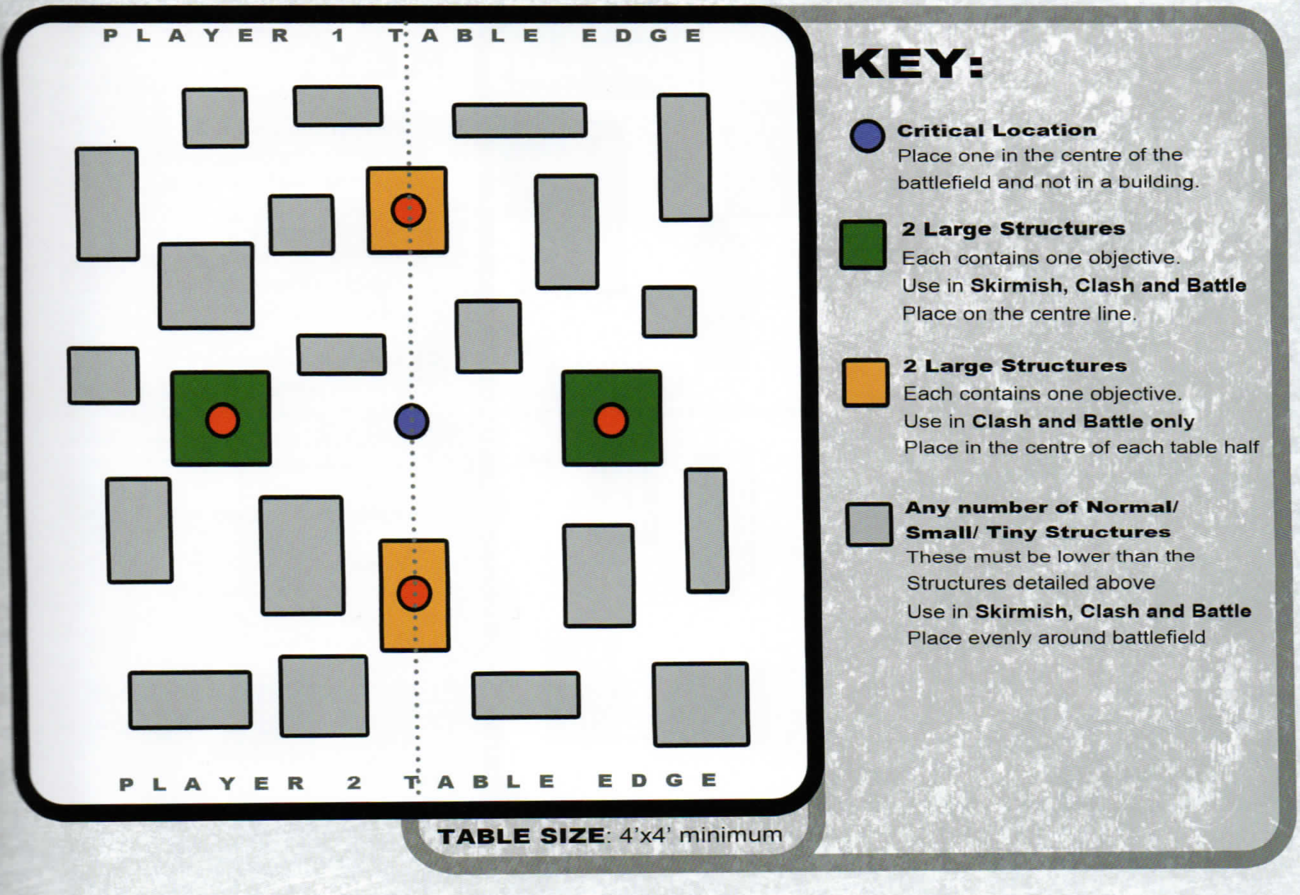
***DURATION:*** *6 Turns*

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

**REALTIME INTEL:** While your Commander is within range of a Critical Location (and not embarked in a transport), any search rolls your infantry make for objectives receive a -1 modifier.

# CRUCIBLE

*This is heroes are born and legends are formed. Lead your troops into the fiery crucible of war, hold the centre ground and destroy any who stand in your way!*



**KEY:**

● **Critical Location**
Place one in the centre of the battlefield and not in a building.

🟩 **2 Large Structures**
Each contains one objective.
Use in **Skirmish, Clash and Battle**
Place on the centre line.

🟧 **2 Large Structures**
Each contains one objective.
Use in **Clash and Battle only**
Place in the centre of each table half

☐ **Any number of Normal/ Small/ Tiny Structures**
These must be lower than the Structures detailed above
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

**TABLE SIZE**: 4'x4' minimum

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (all players)

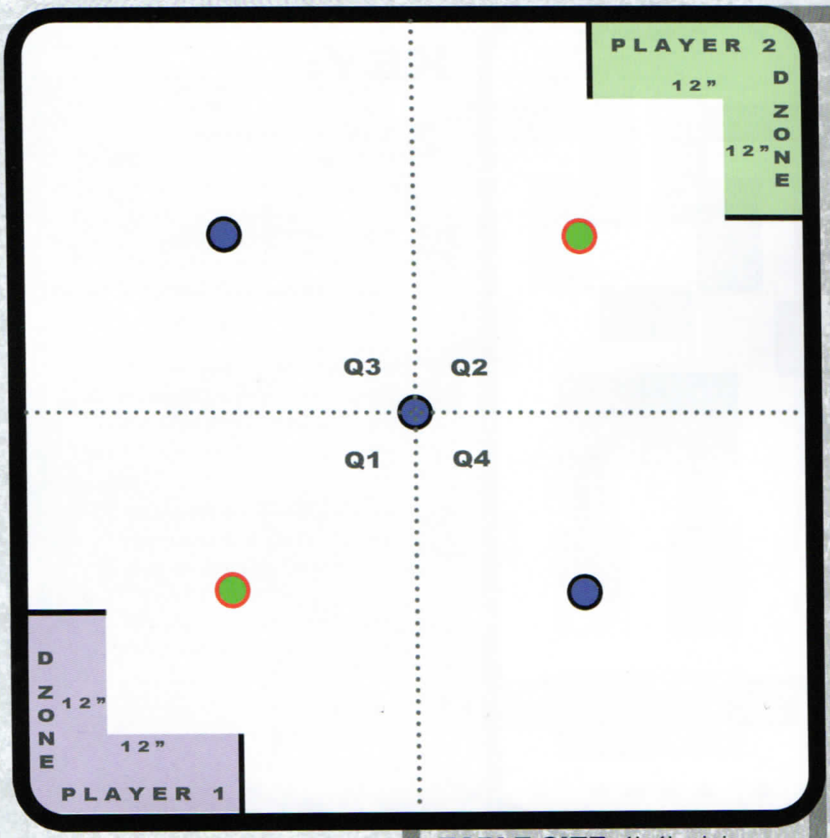
**DEPLOYMENT:** All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

# DEFENCE LINE

*Opposing spearhead forces are advancing towards a group of key objectives. Holding the flanks during this engagement will be critical to victory. The centre of your force should advance towards these objectives while a portion of your army captures the flanks.*



## KEY:

**Player Deployment Zones**
6" In from friendly Table Edges and up to 12" from the corner

● **Focal Points**
Place a focal point roughly in the centre of each player's Deployment Quarter.

● **Critical Locations**
Place a critical location in a bunker, roughly in the centre of the two remaining quarters, and additionally in the centre of the table.

**RECOMMENDED NUMBERS:**

**2 Player Skirmish:**
Use black bordered only

**2 Player Clash:**
Use black and red bordered

**TABLE SIZE**: 4'x4' minimum

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (all players)

**DEPLOYMENT:** All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

**DATA EXTRACTION:** Infantry within the Structure containing the Critical Location, are the only Units that count for the purpose of determining who controls the Critical Location each turn.

## DOMINATION

*Your forward strike force has been tasked with capturing and holding as much ground in this sector as possible to prepare for the bulk landing of essential supplies and munitions. Unfortunately, an enemy formation has responded, and intends to prevent this at any cost!*

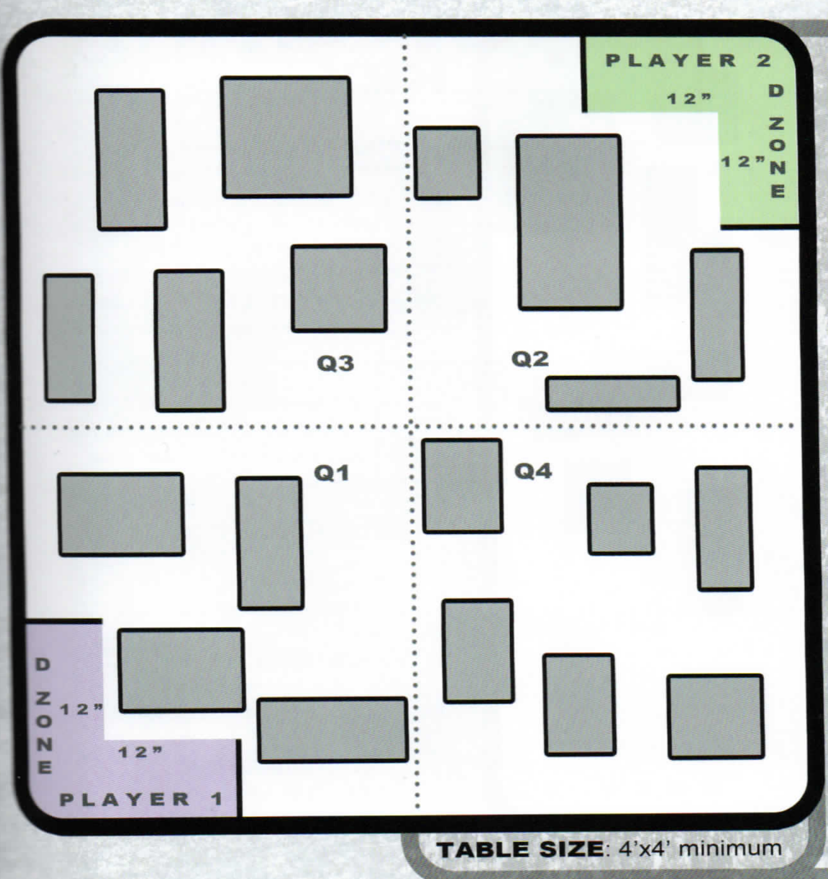


**TABLE SIZE**: 4'x4' minimum

**KEY:**

🟩 🟪 **Player Deployment Zones**
6" In from friendly Table Edges and up to 12" from the corner

▢ **Any number of Large/Normal/Small Structures**
These must be lower than the Structures detailed above
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (all players)

**DEPLOYMENT:** All Battlegroups may Directly Deploy (remember that Squads inside aerial transports automatically start the game in Readiness in this case). Fast Mover Squads start in Reserve.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:** On turns 3 and 6, Players receive 1 VP for each table quarter they contest, and a second VP per table quarter they control. In order to contest a quarter a player must have a unit wholly in that table quarter, and to control a quarter, a player must have more units in points costs wholly within that table quarter than their opponent. Units within more than one quarter do not add their points costs to either. Aircraft, but not units inside aerial transports, do add their points cost in this scenario. The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

**SPECIAL RULE - 'HIGH GROUND':** Infantry Bases in Buildings are worth double their points cost when determining control of a table quarter. However, if the building is in more than one table quarter, the infantry inside this building do not contribute any points (we advise that all buildings in the scenario are placed wholly within a table quarter).

# MILITARY BUNKER ASSAULT

*As the Reconquest advances, holding ground has never been more important. With neither yourself nor the enemy willing to give ground, you must fight a hard and bloody battle for every city sector and the key points they contain.*

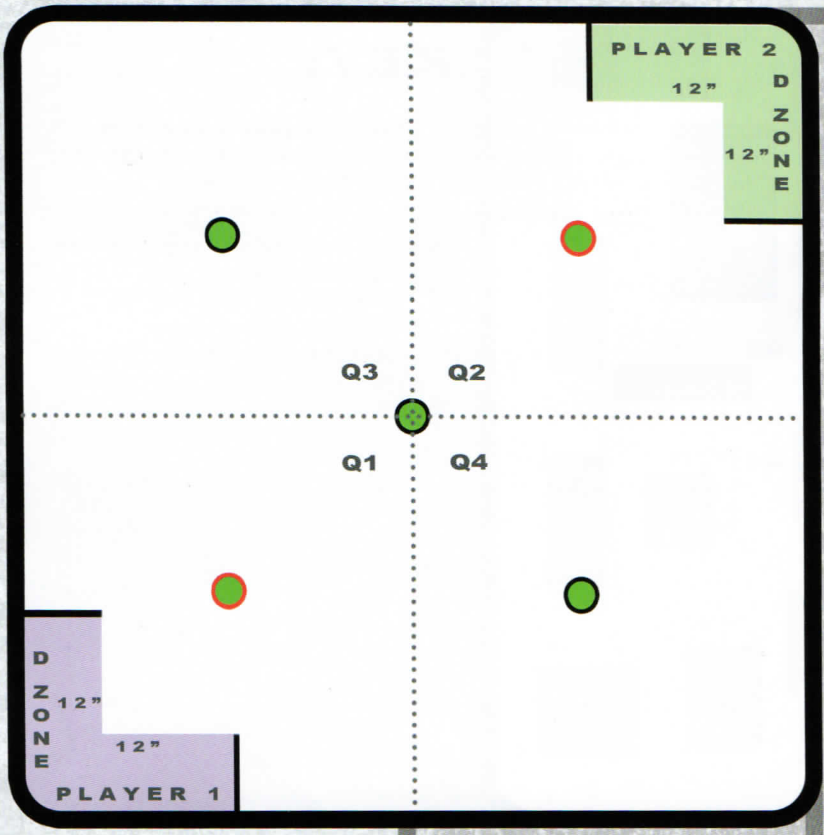


**TABLE SIZE**: 4'x4' minimum

## KEY:

**Player Deployment Zones**
6" In from friendly Table Edges and up to 12" from the corner

● **Focal Points**
● Place one roughly in the centre of the battlefield, and one in each Table Quarter outside all Deployment Zones.

Focal Points may be anything worth taking, such as key Structures, high ground, important features, cave entrances etc.

**RECOMMENDED NUMBERS:**

**2 Player Skirmish:**
Use black bordered only

**2 Player Clash:**
Use black and red bordered

**Battle:**
Introduce an extra Focal Point in each Table Quarter

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (all players)

**DEPLOYMENT:** All Battlegroups may Directly Deploy (remember that Squads inside aerial transports automatically start the game in Readiness in this case). Fast Mover Squads start in Reserve.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

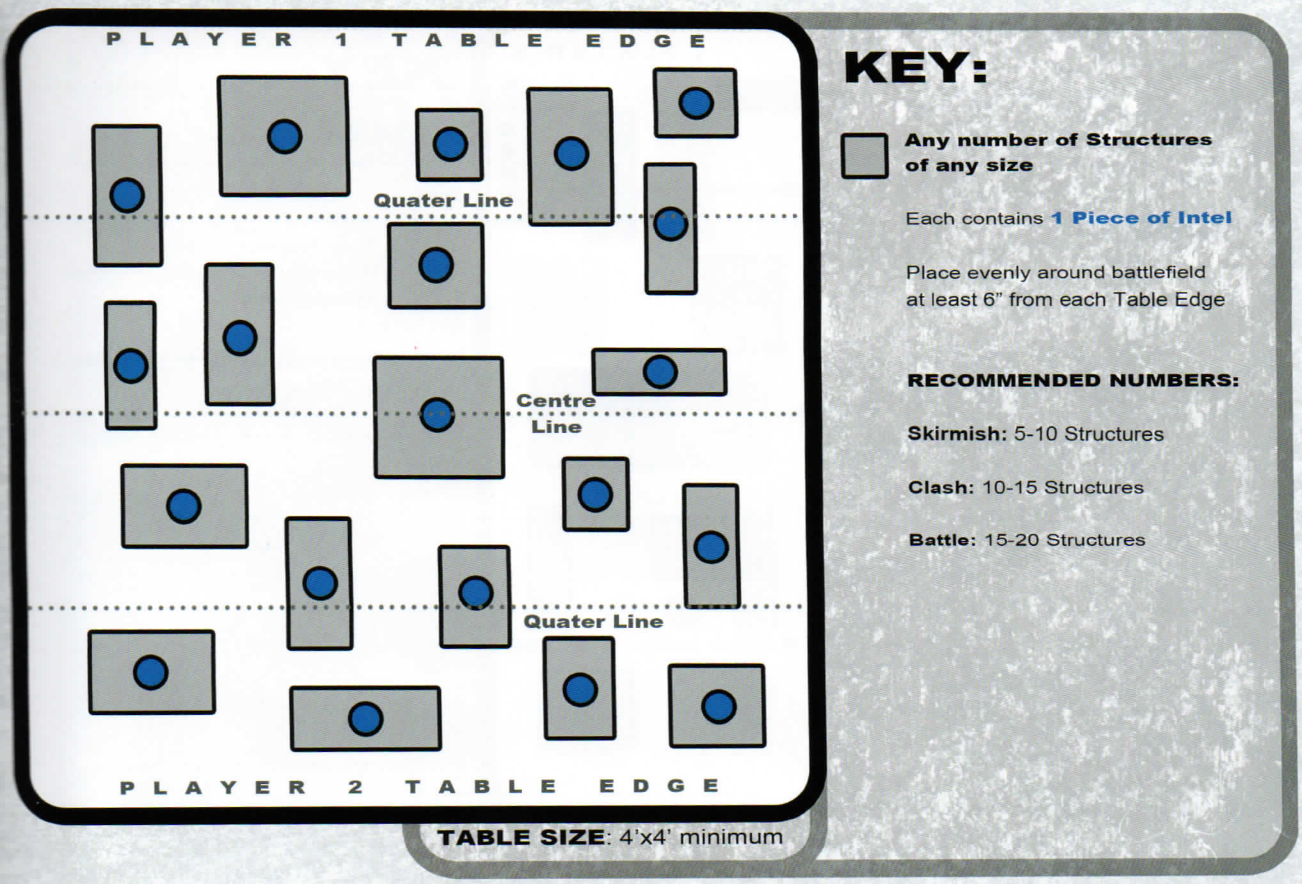
**SPECIAL RULE - 'MILITARY BUNKERS':** The five Focal Points in this Scenario will be within Bunkers. The Bunkers cannot be destroyed, and are immune to falling masonary, however they can still be targeted by flame weapons as normal. Infantry inside Bunkers are worth double their unit points when calculating who is in control of the Focal Point.

In addition, the Bunkers in this scenario have the following weapon profile that can be fired when the defenders activate, even if they are in involved in CQB (fire the shots first, then resolve CQB).

| WEAPONS | E | SH | AC | R(F) | R(C) | MF | ARC | SPECIAL |
|---|---|---|---|---|---|---|---|---|
| HEAVY MISSILE BATTERY | 11 | 1 | 2+ | 36" | 9" | 0" | F/S/R | N/A |

# SURVEY AND CONTROL

*Careful intelligence gathering and sector by sector control is necessary in this area – sweeping ground and finding out what the enemy has planned is top priority for headquarters.*



**KEY:**

**Any number of Structures of any size**

Each contains **1 Piece of Intel**

Place evenly around battlefield at least 6" from each Table Edge

**RECOMMENDED NUMBERS:**

**Skirmish:** 5-10 Structures

**Clash:** 10-15 Structures

**Battle:** 15-20 Structures

**TABLE SIZE**: 4'x4' minimum

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (all players)

**DEPLOYMENT:** All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

**SPECIAL RULE - "ADVANCED INTEL":** Instead of using the standard intel table, use the table below:

| DICE ROLL | NAME | RESULT |
|---|---|---|
| 1 | BOOBY TRAP | THE PLAYER CONTROLLING THE UNIT IMMEDIATELY SCORES 1 VICTORY POINT AND THE BUILDING TAKES D6 DAMAGE POINTS |
| 2-5 | USEFUL INTELLIGENCE | THE PLAYER CONTROLLING THE UNIT IMMEDIATELY SCORES 1 VICTORY POINT |
| 6 | DEFEND THIS SPOT | THE PLAYER CONTROLLING THE UNIT IMMEDIATELY SCORES 1 VICTORY POINT, PLACE A FOCAL POINT IN THIS BUILDING. IF THE OTHER PLAYER ROLLS A 6 LATER IN THE GAME (FOR THIS BUILDING), TREAT THEIR ROLL AS IF THEY HAD ROLLED A 2-5. |

## UNDERGROUND HANGAR 1

*An abandoned Underground Hangar containing resources valuable to both sides has been located. Capture this critical location and set up a perimeter around the Hangar in order to secure these assets and deny them to the enemy.*

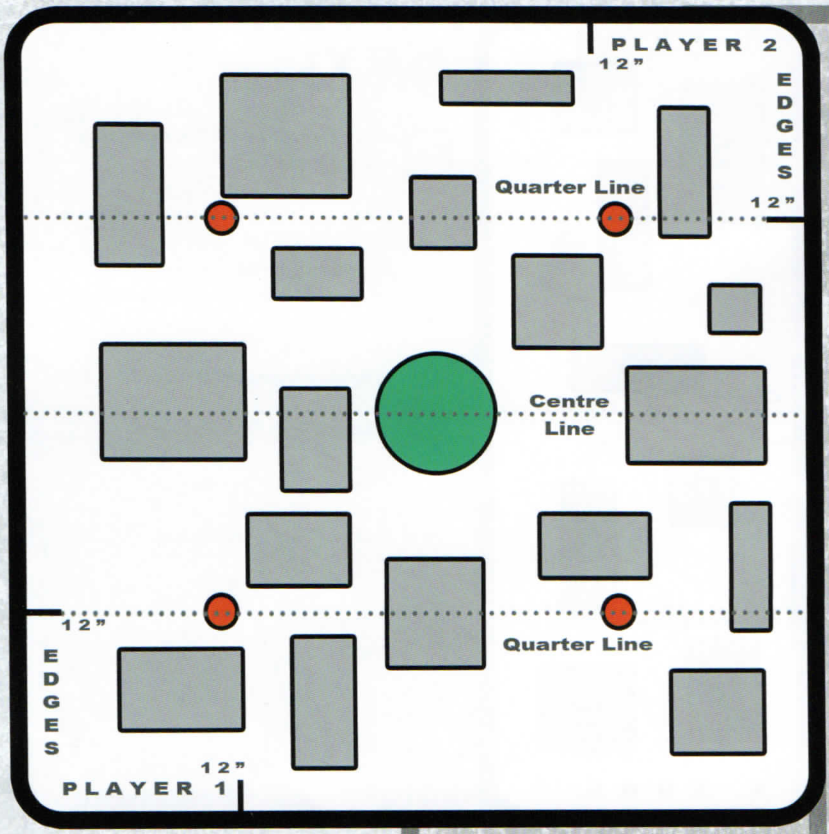


**TABLE SIZE**: 4'x4' minimum

**KEY:**

🔴 **4 Sensor Arrays**
Place where indicated on or near the quarter line

🟢 **1 Underground Hangar**
Place where indicated on or near the centre line

▨ **Any number of Structures of any size**
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (both players).

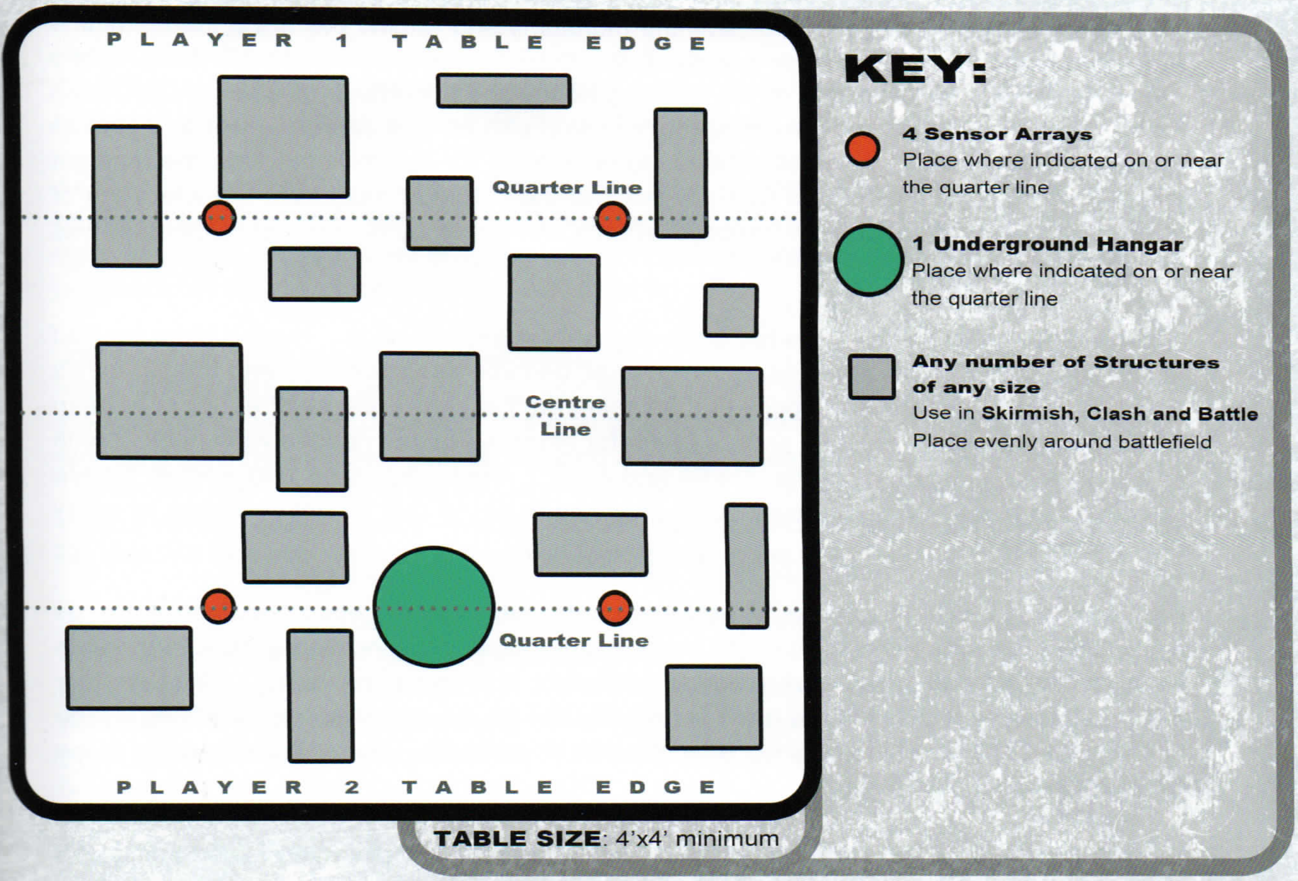
**DEPLOYMENT:** All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

**DURATION:** 6 Turns

**VICTORY CONDITIONS AND RULES:** The Underground Hangar and the Sensor Arrays are treated as a Solid Features and range is always measured from their edge. The Underground hanger and the 4 sensor arrays on the table are Critical Locations.

## UNDERGROUND HANGER 2

*Intelligence has revealed an enemy Hangar accompanied by Intel gathering Sensor Arrays at a key location. Destroying this stronghold and capturing the data that has been gathered will prove pivitol in the war efforts, however, with the vast quantity of hostil Aircraft stored underground, heavy resistance should be expected.*


PLAYER 1 TABLE EDGE
Quarter Line
Centre Line
Quarter Line
PLAYER 2 TABLE EDGE
KEY:
4 Sensor Arrays
Place where indicated on or near the quarter line
1 Underground Hangar
Place where indicated on or near the quarter line
Any number of Structures of any size
Use in Skirmish, Clash and Battle
Place evenly around battlefield
TABLE SIZE: 4'x4' minimum

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (both players). Attacker has half as many points as the Defender and all squads for the Defender must be mounted in dropships or hovercraft.

**DEPLOYMENT:**
**Attacker:** Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.
**Defender:** Battlegroups begin the game in Readiness, however they can only deploy from the Underground Hanger. When deploying units they can deploy the following number of dropships/hovercraft per turn, 1 heavy dropship/heavy hovercraft or 3 medium dropships/hovercraft. They may swap up to 1-3 medium dropships/hovercraft for 2 Light dropships per medium dropship/hovercraft. Other aircraft with 1-2dp may be substituted for a Light dropship, if they have 3-4 dps they may be substituted with a medium dropship/hovercraft and if they have 5 or more dps they may be substituted for a heavy dropship/heavy hovercraft. Fast Movers deploy as normal.

**DURATION:** 6 Turns

**VICTORY CONDITIONS AND RULES:** The Underground Hangar is placed 12 inches onto the battlefield from the defenders table edge. The Underground Hangar and the Sensor Arrays are treated as Solid Features (and not Structures) and range is always measured from/to their edge. The Underground Hanger can be destroyed and has the following stats. It has 15dp, Armour 10 and Active Countermeasures, once it has been destroyed, the Defender can no longer deploy any more squads.

The 4 sensor arrays on the table are Critical Locations. If there are units from neither the Attacker or Defender within 3" then the Defender automatically counts as controlling the Critical Location.